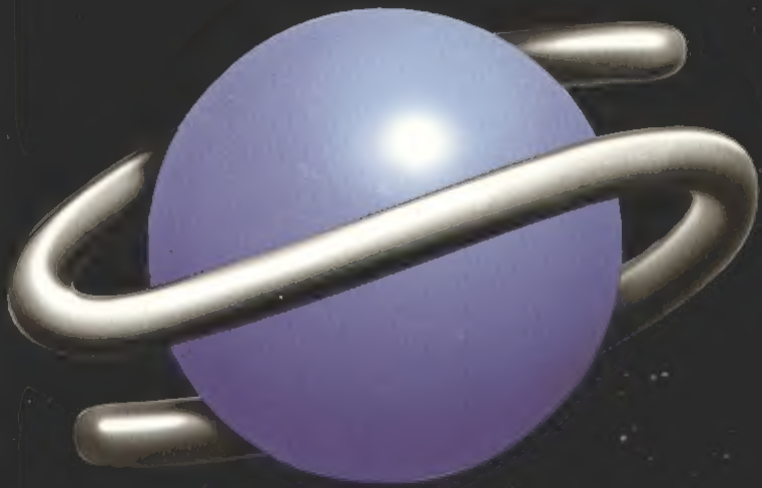
S A T U R N



S A M P L E R

AUDIO CD

C O N T E N T S

1. SEGA CHANT: VICTORY GOAL (0'06")*
2. CHASE THE WIND: VICTORY GOAL (3'09")*
3. KING OF SPEED: DAYTONA USA (4'58")*
4. TITLE MUSIC: THUNDERHAWK 2 (5'58")†
5. DEVOLVE: BLAM! MACHINEHEAD (4'09")†
6. ESOTERIC: BLAM! MACHINEHEAD (4'14")†
7. PURPLE SUNSHINE: BLAM! MACHINEHEAD (5'14")†
8. TRACK 4: THUNDERHAWK 2 (4'30")†
9. TRACK 2: SHELLSHOCK (5'08")†
10. THEME FROM SCORCH: OFF WORLD INTERCEPTOR EXTREME (2'47")
11. THEME FROM BASTION: OFF WORLD INTERCEPTOR EXTREME (2'47")
12. SARAH'S THEME: VIRTUA FIGHTER (5'08")*
13. AKIRA'S THEME: VIRTUA FIGHTER (5'11")*
14. IGNITION: SEGA RALLY (4'15")*
15. TITLE MUSIC: SHINOBI X (2'51")*
16. STAGE 9 MUSIC: SHINOBI X (2'45")*
17. EVERYONE'S A HERO: VICTORY GOAL (2'13")*

* Tracks 1,2, 3,12,13,14,15,16 & 17 © Sega Enterprises Ltd. 1995. Used with kind permission. All rights reserved.
† Tracks 4,5,6,7,8 & 9 © Core Design 1995. Tracks 10 & 11 © 1995 Crystal Dynamics. Licensed from Crystal Dynamics. All rights reserved. Reproduced with permission of Crystal Dynamics from Off-World Interceptor Extreme. © 1995 Crystal Dynamics.

This compact disc is supplied free with issue 39 of MEAN MACHINES SEGA. Not for resale. Retail of any kind is strictly forbidden. The material on this compact disc is copyright. No unauthorised recording, transmission, airing or performance or storage in electronic media is permitted without the prior consent of the copyright holder. The Sega logo is © 1995 Sega Enterprises Ltd.

MEAN MACHINES SEGA

Made in Great Britain.

COMPACT disc DIGITAL AUDIO

SATURN SAMPLERS
MMSJAN96
MMSJAN96
MASTERED BY MAYKING
COMPACT
disc
DIGITAL AUDIO

BRITAIN'S BIGGEST AND BEST-SELLING SEGA MAG

MEAN MACHINES SEGA

$7.00 US
73.00 Austch
11.500 LIRE
JAN NO. 39
£2.99

WITH AUDIO CD

Virtua Fighter 2 REVIEWED

THUNDERHAWK 2 GAME OF THE YEAR?

EXCLUSIVE!

TOY STORY

DISNEY'S 16-BIT MIRACLE

INCREDIBLE! TOTALLY EXCLUSIVE AUDIO CD
60 MINUTES OF SATURN MUSIC
INCLUDING TRACKS FROM THUNDERHAWK 2 AND VIRTUA FIGHTER!
WORKS WITH ANY CD PLAYER

PAC PANIC

NO udder RACE game not COWS.

INSIDE THIS AMAZING ISSUE:

EXCLUSIVE!
TOY STORY
MEAN MACHINES brings you the incredible Disney film tie-in for the Megadrive, with four pages of mind-blowing pics and info.

EXCLUSIVE!
OOZE
Sega give us the first review of their last big Megadrive title before Christmas. Highly original and disgusting gameplay laid bare!

VIRTUA FIGHTER 2!
Wait no longer — there is a full review to the incredible sequel to the most successful arcade fighting game ever. Yes, review inside!

HI-OCTANE
Bullfrog's futuristic racer brings a new experience and one hell of a review. It's in this bag!

EXCLUSIVE!
BATMAN: MEGA-CD
An all new driving adventure exclusively for Mega-CD owners, and exclusively reviewed inside.

GOLDEN AXE:THE DUEL
All the bloody, bloody action across a 10-page review with some incredible pictures revealing the special moves in Sega's brilliant beat 'em up.

AND THE REST...
JOHNNY BAZOOKATONE
VIRTUA COP
GARFIELD GAME GEAR
OFF-WORLD INTERCEPTOR
MEGADEM SATURN

92% GamePro

SUPER SKIDMARKS

over 24 chaotic 3D courses. And then, if you're not minute-fry steak, you can
racks. Super Skidmarks: it's rally rage in the extreme.

pure gameplay

J-CART

MEGA DRIVE™

© The Codemasters Software Company Ltd. ("Codemasters") 1995. All Rights Reserved. Codemasters is a trademark being used under licence by Codemasters Software Company Ltd. Super Skidmarks is a trademark of Amazing Communications Limited. Codemasters is using the mark pursuant to a licence. Licensed by Sega Enterprises Limited for play on the Sega Mega Drive system. Sega and Mega Drive are trademarks of Sega Enterprises Limited. Codemasters is using the trademarks pursuant to a licence.

BRITAIN'S BIGGEST AND BEST-SELLING SEGA MAG

MEAN MACHINES SEGA

$7.00 US
73.00 Ausch
11,500 LIRE
JAN NO. 39
£2.99

WITH AUDIO CD

Virtua Fighter 2 REVIEWED

THUNDERHAWK 2 GAME OF THE YEAR?

EXCLUSIVE!

TOY STORY

DISNEY'S 16-BIT MIRACLE

wipEout"

SHOCK SATURN NEWS

OOZE

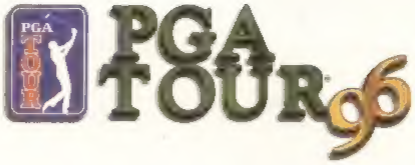
HI-OCTANE

JOHNNY B

VIRTUAL TENNIS

PAC PANIC

For more information about PGA TOUR 98, call 01753 592 867, email uk-support@ea.com, or write to Electronic Arts, P.O. Box 835, Slough, Berkshire SL3 8XU. • EA SPORTS, the EA SPORTS logo, and "IF IT'S IN THE GAME, IT'S IN THE GAME" are trademarks of Electronic Arts. • Electronic Arts is a registered trademark of Electronic Arts. • PGA TOUR, The PGA TOUR, PGA, and Tournament Players Club are registered trademarks of PGA TOUR, Inc. and are used by permission. • Images and course designs of SAWGRASS HILL are trademarks and service marks of Pebble Beach Company and are used under license by Pebble Beach Company. • SEGA Mega Drive is a trademark of Sega Enterprises Ltd. •



It's why the shoes have spikes. Lose your footing on these undulating fairways and uneven greens, and it's a long walk back to the top. PGA TOUR® 96 reaches new levels of authenticity, with 3D-rendered graphics that give each hole depth and Himalayan height. Join 10 of the world's greatest golfers in a test of sheer skill, on genuine championship courses that even a sherpa would think twice about tackling. The pros appear in person, digitised down to the last detail. And such is the level of graphic realism, you can almost count the grains in the sand traps. There are lies, damned lies, and PGA TOUR® 96! Hit the rough on these courses and you're staring defeat in the face. Even when you've driven straight down the middle, a fairway depression will go a long way toward ruining your day. But whatever the lie, only mastery of the art of draw and fade will speed your ascent to the summit of the leaderboard. And when a stroke achieves the peak of perfection the reverse-angle replay will let you re-live the moment in all its glory, accompanied by expert commentary. The Game Has Changed. **The Game is PGA TOUR® 96.**

Visit EA SPORTS
on the Web at
http://www.ea.com/

MEGA DRIVE

if
it's in
the GAME,
it's in
the GAME

CONTENTS

COVER STORY

MEAN MACHINES EXCLUSIVE

THUNDERHAWK 2: FIRESTORM 18

That game...originally sold to 80% of Mega-CD owners.
That game...scored 90%+ across the board.
That game...was the best ever Mega-CD game.
That game...was Thunderhawk.
This game...will be the Saturn shoot 'em up of the year.
This game...is being touted as the third party hit of 1995.
This game...is Thunderhawk 2.
This game is our exclusive review.

PREVIEWS

VIRTUA COP 32
This is the cream of Sega's 1995 Saturn development, make no mistake. Examine the three pages of exclusive pics and succumb to our opinion.

DEADLY SKIES 36
More futuristic Saturn shoot 'em up antics, but with a bit of simulation winged in as well.

PAC PANIC 38
Crusty balls. Yes, you heard us. The crusty old video game character shaped like a ball is back. And this time...it's Tetris.

JOHNNY BAZOOKATONE 46
Rare's Johnny! US Gold have imagined a psychotic psycho-billy with a bad case of guitar. As the Village People sagely put it: You Can't Stop The Music.

FEATURES

TOY STORY

TOY STORY 26
MEAN MACHINES chase the latest Disney game and the latest Disney movie from across the Atlantic, bringing you the sensational Work-In-Progress on the hottest 16-bit project of the moment.

CONTENTS

REGULARS

EDITORIAL 6
Another new addition to Mean Machines. Claire attempts to hijack the people's pages with her cute rubbish. With Exclusive supercrappo shots of the MEAN MACHINES annual cover. Get down.

NEWS 8
An all new 'look' with spoon-proof icons and the biggest news story you ever did see in Sega dom. Redesigned news is HERE. Lick it.

STEVE'S TIPS 42
A huge 15 page tips section, including the final levels of Light Crusader.

VIDEO CD 14
The pages that Sega tried to ban. We defied them yet again, because we KNEW you wanted a review of Chitty Chitty Bang Bang — and we KNEW we wanted a copy of Abba Gold. We have itchy bucks.

MEAN 95S 52
Spo the readies rave letter to Claire, and read the usual bunch of results.

Q&A 82
Get in back and his infamous brand of Scottish humour is put in the test by you, the readers. Not worth looking at until next month, when a new concept illustration is unveiled.

MEGAMART 95
It's sell, sell, sell, on these pages, or buy, buy, buy, if you are looking for bargains. The icy wastelands of editorial known only as 'Megamart'.

NEXT MONTH 98
That time has come, the end is near, it's time to face the final curtain.

REVIEWS

MEGADRIVE

THE OOZE 68
One of the most unusual titles to appear this year, Ooze is about a pile of snot going down the drain. Fame for Sega Power at last.

GARFIELD – CAUGHT IN THE ACT 74
That nation's favourite feline, after Humphrey the Cat, slobs his way on to the Megadrive in a lasagne-fuelled platform frenzy.

AAAHH! REAL MONSTERS 84
The trio of monsters that come in all shapes and sizes finally get the MEAN MACHINES review treatment. Except we're not desperate enough to put this on the cover.

SATURN

VIRTUA FIGHTER 2 58
The most eagerly awaited sequel of all time arrives on the Saturn. Sonic is any good? Does Daily Perios sleep on her back?

HI OCTANE 62
Sega's answer to Wipeout appears, and MEAN MACHINES is in there quicker than a whippet with a rocket up its arse.

GOLDEN AXE: THE DUEL 70
Mas of few words, Golden Axe. Dusted off, revamped, one-on-one beat 'em up, bish bash MEAN MACHINES review. Thank you.

VIRTUAL OPEN TENNIS 76
Yes, it's the first Saturn tennis game. No, it won't be the last. Playing tip for our German readers: always pay tax on your tournament earnings.

OFF-WORLD INTERCEPTOR EXTREME 80
Driving and shoot 'em up action whisked together until light and fluffy. Here's one we reviewed earlier.

VIRTUA RACING 82
The racer that started polygon fever now expanded beyond all recognition by Time Warner Interactive. Is the legend reinforced, or defiled?

NBA JAM TE 88
Slam dunking mayhem and three point malarkey as we ask "Is it the shoes?" (?)

GAME GEAR

GARFIELD – CAUGHT IN THE ACT 78
Deja vu with our second visit to Garfield this issue. Eight megs worth of furry fury.

MEGA CD

THE ADVENTURES OF BATMAN AND ROBIN 86
The Caped Crusader jumps into the driving seat to clean up the streets of Gotham. And no, he's not driving a dust cart.

MYST 87
The stunning and atmospheric mystery puzzle arrives on the Mega CD.

HI-OCTANE

EDITORIAL

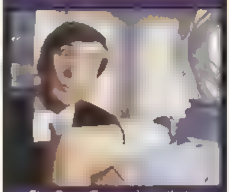
Sega must be pretty satisfied this month — and if they are, we are. Virtua Fighter 2 is excellent, a conversion matching the most wildly optimistic expectations. And now it appears that third-party developers are catching up, with the truly unbelievable Thunderhawk 2. I can assure you the best is still to come, with Cop, Rally and more Core stuff on the horizon.

This would be enough to be going on with without support from the enemy. But that's exactly what has happened with news of Psygnosis' games being converted from Playstation to Saturn. The unthinkable is not only thinkable but already in disc form. I wouldn't tell anyone how to run their business, but somehow I don't see AM2 returning the favour with Virtua Cop. In the end, the MEAN MACHINES reader and the Saturn owner is the winner. Oh, and if you see some 'exclusive' on Alien Trilogy, bear in mind that to my knowledge it's based on an early demo running on the Playstation and not the Saturn. Which doesn't surprise me. After this issue I'm going to Japan with Virgin to visit Capcom and other Japanese developers, so expect a fab feature next month.

Until then a merry christmas to one and to all!.

GUS

GAG OF THE MONTH



The Carry On movies – that enduring bedrock of British comedy cinema – rejoiced in all that was smutty, lewd and suggestive. We pay respectful tribute this month by turning the clocks of our comedy time-machine back to the halcyon days of 1972 and the classic Carry On Matron.

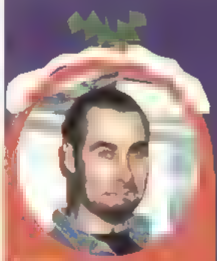
MATRON: I'm a simple woman – I want to be widdled on.

SIR BERNARD CUTTING: You [illegible] as wooed as you [illegible] WIN [illegible]

[illegible] MONTH [illegible]

A MERRY LITTLE CHRISTMAS

Golden memories of Christmas past, wishful thinking for Christmas future, team's hearts. As they gather around Gus's crackling logs, [illegible]



Angus likes nothing better than swanning the night away in the wild social whirlwind of Manchester. "Hey baby, where have you been all my life?" etc.

LUCY
Lucy's a big fan of Cliff's live and kicking album. Unfortunately she also likes the odd snog. If she lets him nibble her ear she wins a tenner.

STEVE
Steve's had a hit too many times... And so he's been seeing his counsellor, Lucinda, and, encouraged by her support, he plucks up the courage to make a special confession to the others. "I know this will come as a shock," he stutters, "but I can't sing. I was never... I'm afraid my whole career is stuck in this position."

MARCUS
Marcus's record collection is going down a treat. As the sweet sounds keep spinning and the night draws in he contemplates slipping out of the tweed and into something more comfortable – say, a woolly cardigan.

CLAIRE
Always the bridesmaid, Claire sits by the sidelines, hoping one day her prince will come. Looks like it's going to be another lonely night cuddling up to Hemley.

IT'S GOING TO BE A GROOVY CHRISTMAS KIDS!

SANTA'S LITTLE HELPERS

EDITORIAL FOLLY: Priory Court, 30-3[illegible]
Farringdon Lane, London, EC1R 3AU
DOG AND BONE: 0171 972 6700
ANSWER CHALLENGER: 0171 972 6701
PRINTED BY: COOPER CLEGG
BOUND: SARAH-JANE LEAVEY, GARY LORD & SARAH ORD
DISTRIBUTED BY: BDC FRANKLIN
PRINTED IN THE UK
© EMAP IMAGES 199[illegible]

COVER BY CHRIS ARCARI

SUBSCRIPTION & BACK ISSUE ENQUIRIES:
TOWER PUBLISHING
TOWER HOUSE
SOVEREIGN PARK
LATHKILL ST
MARKET HARBOROUGH
LEICESTER
LE16 9EF
TEL: 01858 46[illegible]

SUBSCRIPTION RATES (12 ISSUES INC P&P)
United Kingdom and BFPO: £[illegible]
Overseas Surface Mail: £[illegible]
Airmail Europe and Eire: £[illegible]
Airmail Zone 1: £[illegible]
Airmail Zone 2: £99
BFPO: £60.00
Eire: £[illegible]

MEAN MACHINES SEGA is the exclusive copyright of EMAP Images. Any duplication, translation or use of any of the text or pictures without prior permission will be subject to legal action.

COMPETITION RULES:
Employees of [illegible] and their families are not allowed to enter. There is no cash alternative to any prizes or substitutions. Only one entry per household. The decision of the judges is final and no correspondence will be entered into.

Get 'Send Mr Christmas' [illegible] decorating [illegible] for the [illegible] arranged [illegible] Make [illegible] Mean Machines [illegible] of Shame: [illegible] [illegible] [illegible]

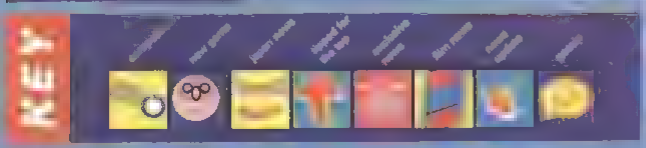
NEWS

WIPEOUT ON SATURN

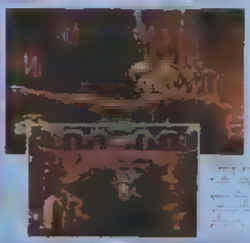
SHOCK CONVERSION SCOOP!

ALL PICS ARE PLAYSTATION

We've shaken up the news section, by adding more information and a gratuitueus icon 'key' system that looks quite cool whilst remaining completely superfluous. Study the little pics and index them to each story for the sexiest news desk layouts in console mayhem.



INTERGALACTIC GARGOYLE BLASTER

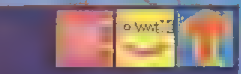


SNK AWAY

SPINELESS INDIVIDUALS

NEW VIRGIN TERRITORY:

THE WOOING OF CAPCOM



STREETFIGHTER ALPHA

VAMPIRE HUNTER: DARKSTALKERS II

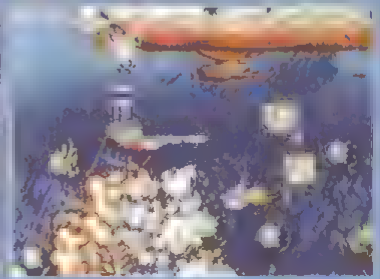
BIOHAZARD

CUP HANDS

BAT IN HAND

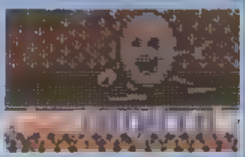
COP COMES IN AT £60

LOVE TORPEDOES



YOU LITTLE MANX

20,00 LEAGUES

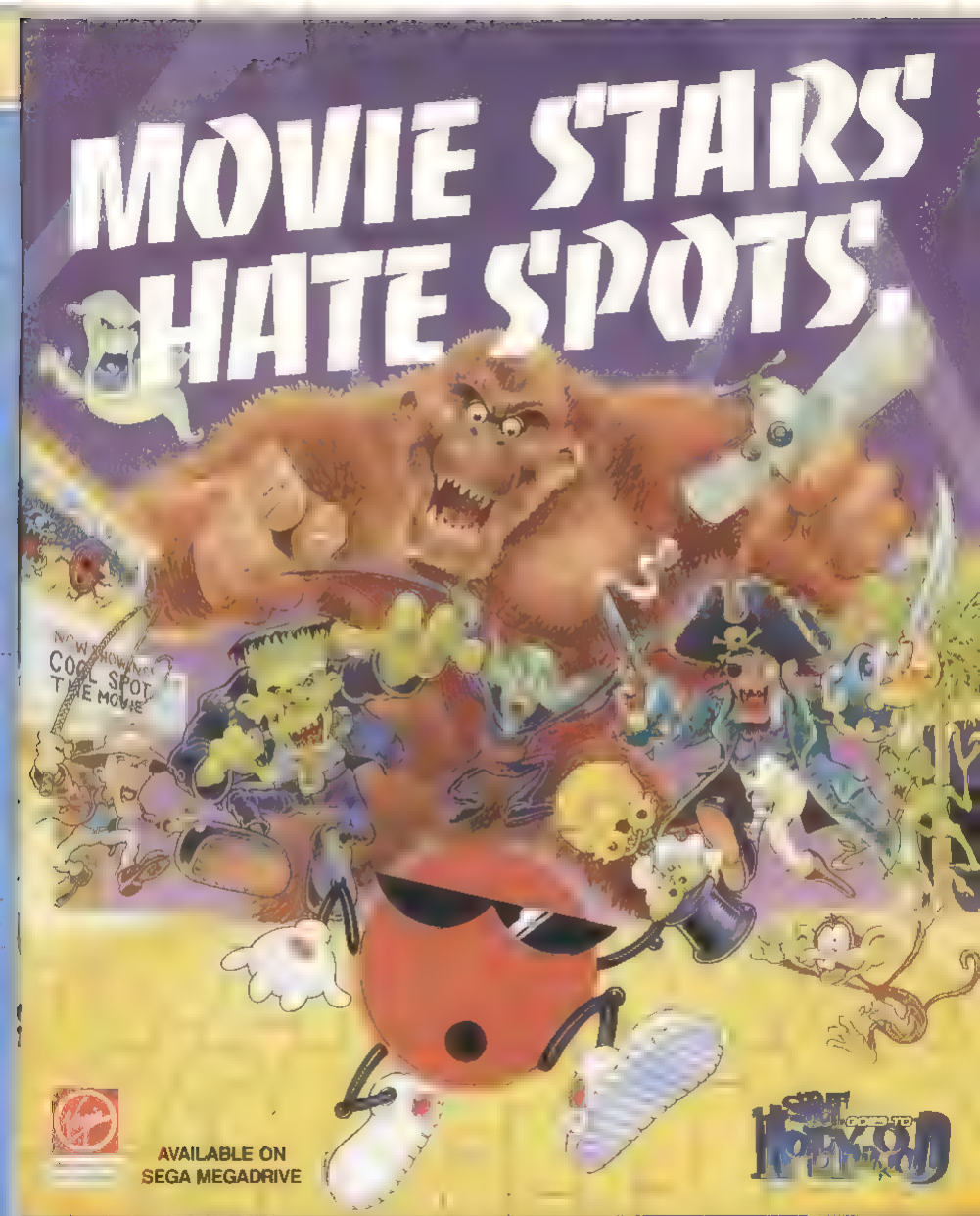


GHOST IN THE MACHINE

YOU DON'T SAY

The Toy Story handwagon is just start to roll, but few realise that it's actually the work of a UK Developer — Travellers' Tales. They seem to have hit the jackpot [illegible] sale new seats for the Megadrive in Japan, Virtua Fighter mania has reached fever pitch with the imminent arrival of VF2 on Saturn; 1am copies are already ordered in advance sales about the size of the entire [illegible] premature leak about Wipeout [illegible] may not be well as Sony's [illegible] compounded by the fact the deal is a package, with other Psygnosis titles; Destruction Derby, Assault Rigs etc., [illegible] Team 17 are not pleased by the delay on W[illegible] more having to remove some of the effects and change names for legal reasons; they already have a second project, Wickwood under way, it's to be a Zelda-esque adventure, with an incredibly detailed palette of colours. Not a million miles away, Core are sitting on a well advanced version of Tomb Raider, which looks unbelievably [illegible] Sherlock, are developing quicker than expected — even Tee-Off, the Saturn golf sim we covered two years ago is back on track. Finally, an unnamed developer in the Midlands is set to pick up two huge projects: one from Williams, who are developing an arcade beat 'em up, and another from that movie studio who makes the animated films we know and love... Gus.

THE DIRECTOR'S CUT


MOVIE STARS
HATE SPOTS.
COOL SPOT
THE MOVIE
AVAILABLE ON
SEGA MEGADRIVE

VIDEO CD

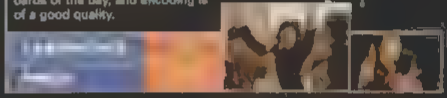
We select the Video CDs that should be in the discerning Saturn owner's Christmas stocking. And a few you should leave at the bottom of the chimney...

CROSS ROAD - THE BEST OF BON JOVI

16 videos that tell the story of the MOR rockers' glittering career. Despite enormous record sales, Bon Jovi still personify the prissy permed rock outfits that, ironically, heavy metallers seem to despise more than anyone else. These discs show them outgrowing the sequins and the spandex, but sadly not developing their video-making techniques beyond the cliched swooping stage shots and grainy backstage cut-aways. This VideoCD has been bolstered with previously unreleased Jon Bon Jovi solo videos such as Blaze of Glory. The encoding is able to keep up on all but the busiest concert audience shots.

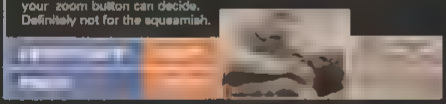
GIMME SHELTER - THE ROLLING STONES

The Rolling Stones culminated their 1969 US tour with a free concert at the Altamont Speedway, and roped in California's Hell's Angels to lay on the security. The event ended in tragedy when one of the bikers murdered an audience member, but the gig itself saw the Mark 2 Stones line-up (with Mick Taylor replacing Brian Jones on guitar) at a peak. These discs, featuring highlights of the tour and the Altamont gig itself, have a track listing that reads like a greatest hits of the band's Sixties' output. The concert footage itself is remarkably sophisticated by the standards of the day, and encoding is of a good quality.



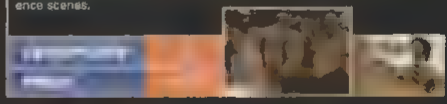
INCIDENT AT ROSWELL

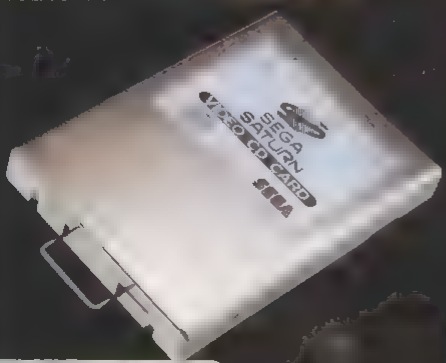
Of all the myths in UFO folklore, the 'crash landing' of a flying saucer near the Roswell US Air Force in July, 1947 is the most enduring. This fascinating documentary (originally shown on Channel 4 earlier this year) includes recently discovered footage supposedly showing the autopsy of an alien being killed in the crash. The proliferation of eye-witnesses and the ensuing cover-up have already convinced many that something bizarre happened, but it seems the legitimacy of the footage (which is featured in its entirety at the end) is something only you and your zoom button can decide.
Definitely not for the squeamish.



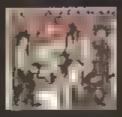
SABOTAGE - BEASTIE BOYS

The brat pack are seen in 18 tracks of concert and concept footage from their last few albums. In this country, these discs are only likely to appeal to the group's somewhat dwindled fan base, but tracks like the furious Jimmy James and the excellent Triphammer deserve more attention than they're ever likely to receive. The highlight is the excellent title track Sabotage – the Beastie Boys re-enactment of a cliched '70s cop show, complete with long wigs and strappy moustaches. As with the Bon Jovi discs, the encoding only really gets 'blocky' on audience scenes.

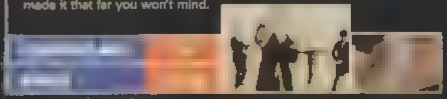




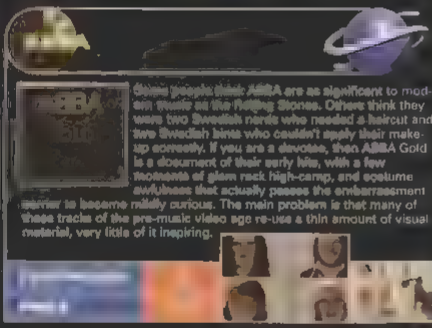
DECADE - DURAN DURAN



The most intriguing thing about Duran Duran's video legacy is how quaint and charming the coiffured popsters looked when they obviously thought they were being dead sophisticated. These discs contain an embarrassment of riches from New Romantic's hey-day – Planet Earth, Rio and The Reflex all show video-making at its most decadent, while the full-length version of Girls on Film is still very saucy 14 years on. This version of Decade has been updated with the group's recent 'comeback' singles Ordinary World and Come Undone. Encoding only seems to falter when the monstrous Wild Boys gets a bit frantic, but if you've made it that far you won't mind.



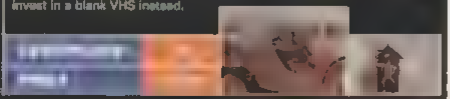
REVIEWS



Some people think ABBA are as significant to modern music as the Rolling Stones. Others think they were two Swedish nurses who needed a haircut and two Swedish blokes who couldn't apply their make-up correctly. If you are a devotee, then ABBA Gold is a document of their early hits, with a few moments of glam rock high-camp, and costume awfulness that actually passes the embarrassment barrier to become mildly curious. The main problem is that many of these tracks of the pre-music video age re-use a thin amount of visual material, very little of it inspiring.

CHITTY CHITTY BANG BANG

This 1968 children's classic comes on a whopping 3 discs. Quite why, when its 137 minute running time could have been squeezed on to two is a mystery. This overblown fantasy is actually something of an alternative James Bond movie – it was written by Ian Fleming, produced by Cubby Broccoli and co-starred Gert 'Goldfinger' Frobe. What more do you need to know? The car is brilliant, the songs are surreal and Dick Van Dyke is...not as annoying as when he was in Mary Poppins. However, since it's on the TV every christmas, we suggest you invest in a blank VHS instead.



'LET THE TOURNAMENT BEGIN...'

Shang Tsung
Tournament Master

MORTAL KOMBAT- explodes on to your screen in this pulse-pounding animated action-adventure video.

MORTAL KOMBAT THE ANIMATED VIDEO contains amazing never-seen-before computer generated 3D fight sequences and special effects. Plus an exclusive behind the scenes look at the making of the 'Smash hit' film MORTAL KOMBAT

HIDDEN INSIDE
KOMBAT KODES to the MORTAL KOMBAT Arcade and Video games.

OUT NOW TO BUY ON VIDEO AT ALL LEADING VIDEO STOCKISTS

FIRST INDEPENDENT

© 1995 NEW LINE HOME VIDEO

WIN! RAYMAN'S SATURN

AND A COPY OF UBI-SOFT'S STORMER PLATFORMER!

Now you can be [illegible] French software [illegible] game for themselves and five members up. A further five winners will [illegible] signed guide to Rayman, where the hidden bits are revealed.

Q: How many hours is the approximate scheduled trip from London to Paris by Eurostar train?

A) 2 hours
B) 3 hours
C) 5 hours

Normal competition rules apply. No employees of EMAP IMAGES or UBI SOFT or their relatives may enter. Final date [illegible] 31st December 1995. Winners will be notified by post.

EVERY MORNING AND EVERY EVENING I CLEAN MY FACE WITH OXY DAILY FACE WASH. IT CLEARS MY PORES OF ALL THE GREASE AND MUCK THAT CAUSES SPOTS. AND BECAUSE IT'S MEDICATED IT HELPS TO KILL THE BACTERIA THAT CAUSE THEM. LET'S FACE IT, I DON'T WANT SPOTS MESSING UP MY LIFE.

SPOTS? OXYCUTE 'EM WITH OXY 10!

OXY 10 TREATMENT FOR SPOTS CONTAINS BENZOYL PEROXIDE. ALWAYS READ THE LABEL. OXY AND OXYCUTE 'EM! ARE TRADE MARKS

CORE

DECEMBER

£44.99

SHOOT 'EM UP

1

CONTROL: JOYPAD
GAME DIFFICULTY: HARD
CONTINUES: NONE
SKILL LEVELS: 3
RESPONSIVENESS: BRILLIANT

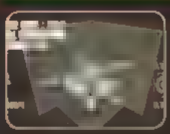
A sequel to Mega-CD Thunderhawk, but all-new in every respect apart from concept.

Travel across the globe fulfilling the objectives of 27 diverse missions in eight campaigns.

TWO STRIPES

HERALDING THE STORM

As a foretaste, this section of the intro depicts the transition of the Thunderhawk AH-64 attack chopper from a virtual concept to an awesome reality: the helicopter rotates in CAD form before rising before you and crashing through the screen.



Blue Thunder style graphics disguise the fact that this machine...

...makes Blue Thunder look like a Sharrie Sliver.

BLITZKREIG

There have been several stunning intros for Saturn games, but Thunderhawk's is exceptional. This showreel exhibits the sequence from panoramic intro, through dia-grammics and finally to the devastating finale. The incredible thing is the visuals of the actual game are almost as good.

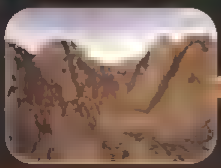
THUNDERHAWK II

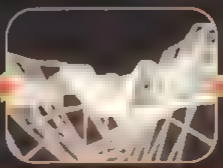
FIRESTORM

ORDERS ARE ORDERS

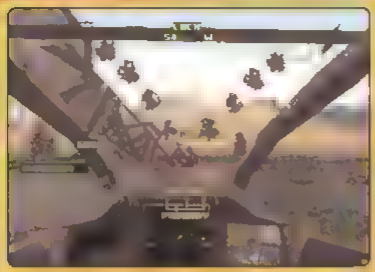
Over the next four pages you will find briefings for the first eight missions of Thunderhawk 2. These initiate the eight regional campaigns. The game's structure allows you to tackle any of these missions from the beginning. There are another 21 besides these. It's hard to generalise about missions because they diversify greatly. Generally there's a set of primary objectives, though these may range from convoy protection to the destruction of a specific site or target. They range from forest, desert and plain to sea, canal, even night missions.

Should you fail to complete a mission (which doesn't always mean being shot down) you lose one of three lives. Completion results in passwords, and sometimes the previous medals sported by true veterans.



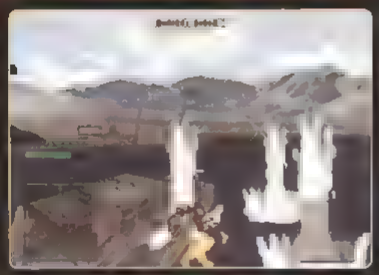


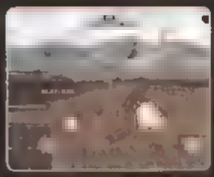
CAMPAIGN 1: SOUTH AMERICA



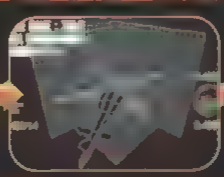
The South American campaigns are probably the easiest to start with. This particular campaign introduces you to enemy helicopters and static ground-based units. In the initial mission, the enemy is involved in arms running operations, and you must prevent the take-off of their cargo planes by bombing therunways, located at the far north of the combat area. Disabling the three early warning radar systems is necessary beforehand, or fighters will scramble and are particularly difficult to down.

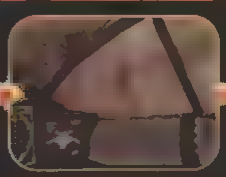
CAMPAIGN 3: CENTRAL AMERICA





Fight [illegible] and strategically vital [illegible] Pacific waters in this campaign. Will totalitarian attempts to control the canal during the Atlantic and Pacific oceans. The first mission sends you the [illegible] task of escorting five friendly ships through the [illegible] your way [illegible] has been fortified with heavy artillery protected [illegible] is turn with air support. You must defend your ships as well as yourself from attack coming from [illegible]





CAMPAIGN 3: SOUTH AMERICA

All three of these missions are under cover of darkness, making it hard to pick out targets, especially amongst the thick cover. The campaign commences with one of your top secret Stealth fighters crashed, and four seperate enemy convoys making off with hardware from the crash-sites. Using radar and visual identification, you must eliminate each one before it leaves the area. Future missions require you to destroy trains and a huge transport plane.

CAMPAIGN 4: CENTRAL AMERICA

Defending the 'soft underbelly' of the United States is a contentious and often dirty job. As force is being employed by the Panamanian dictator you must retaliate in kind. Thunderhawks are sent to liberate areas of Costa Rica which have been invaded. The objectives are complicated by the settlements in question being spread out and the enemy having already established fortifications and sophisticated missile batteries.

CAMPAIGN 6: EASTERN EUROPE

CAMPAIGN 7: MIDDLE EAST

Subtitled 'The Oil Dispute', this visits the familiar territory of the Iraq/Kuwait conflict that became the Gulf War. For the purposes of this campaign, Saddam has been foolish enough to reassemble an invasion force — this time awesome. A daunting armada of vessels, equipped with anti-aircraft armaments are heading for the Kuwait coast. Although the problems of terrain don't figure in this first mission, the mobility and concentration of the enemy leaves you feeling supposed to attack from all sides.

CAMPAIGN: MIDDLE EAST

Graphically, this is a stunning departure from the rest of the game, using gorgeous russet colours and textures on an epic scale to portray the mountainous region of the war zone. Your allies, the Jordanians, have established a stronghold amidst enemy territory. Your initial task is as part of a helicopter force travelling between them. There is ample scope for taking out the SAM missile sites located on the steep plateaus. However, there is the risk of mistaking one of the enemy choppers for your own, resulting in a regrettable 'friendly fire' incident. Excercise caution.

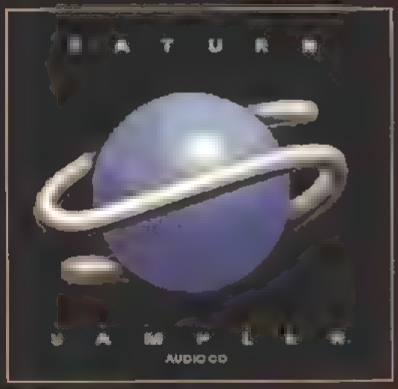
CAMPAIGN: SOUTH CHINA SEA

THE WINGED AVENGER

The AH-64 carries a chilling arsenal of high-tech, high explosive diverse weapons for all combat situations. In addition to your Hydra chain gun, you have three banks of weapons attached to either wing. Prior to each mission, the Saturn offers a default configuration which will see you through any mission, but there's nothing to prevent you re-arming your chopper, and it's a simple process. In flight the weapons are magnificent, especially the Firestorm missiles, which track targets on your heads-up-display, offer a visual and audible signal when locked on target.

MULTIMEDIA

Core's outstanding musician Martin Iveson has been deeply involved with the project and has produced a remarkable score. Martin DJs in a popular Derby club which always has people trying to get on the guest list, and he has also produced music for the forthcoming Shellshock EP, which Core are releasing to tie-in with that game's release in December. Don't believe our hype: listen to the incredible full stereo of two tracks from Thunderhawk 2 on the CD provided with this issue.



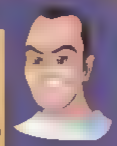
THE HUMAN COST

Too infrequently do video games wander into the territory of macabre humour, but Thunderhawk 2 has made that journey too. When many of the enemy vehicles are destroyed, personnel flee the wreckage, making a frenzied dash for cover. It is within your power to mow them down mercilessly leaving a sprawled corpse, or if you're particularly vicious, nothing but a charred mark. They also scream. This feature, we have been informed, will not included in the German version. C'est la vie, Fritz.

INTERPOL FILE

Interpolation is the anorakal term for the most striking feature of Thunderhawk 2 — the way the graphics never break up or pixelate, no matter how close you get. The 3-D movement of other games; Bug, Hi-Octane etc. is impressive, but the images themselves inevitably suffer when viewed at close range. In Thunderhawk 2, the programmers have employed their mystical art to prevent this happening with no loss of overall speed and no slowdown at specific points. Just incredibly smooth, 25-frames per second, immensely detailed 3-D.

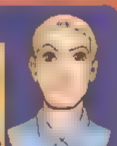
COMMENT



GUS

I can't deny being impressed with AM2's Saturn projects, but Thunderhawk 2 would have to be my game of 1995. It matches anything on the Saturn, any console or PC in fact, in terms of immediate visual impact, but with more depth and lasting appeal than any game yet produced for the machine. Firstly, by all standards of presentation and technical specification. Core have put their money where there mouth is — this is a phenomenal showcase for a 3-D game. Every graphical aspect is fantastic in detail and fluid motion, with no faltering when the action is frenetic: I have faced four enemy choppers on screen at once with not a frame skipped. Sound is also incredible with the weapon noises, chopper noises, speech and explosions so real you forget they aren't real. But it's in the structure of the game that Thunderhawk 2 deserves its laureate. So many missions and so much more complex than the original. And by the range of actions you are expected to perform, and styles you are expected to adopt: aggressive, defensive, surreptitious, you'll spend months first completing all 27 missions, then going back to win higher scores and greater decorations. For less skilled players there are three difficulty settings and eight seperate entry points, so any one mission doesn't become a stumbling block. I want you to buy this game. I want you to see the train, engage the jet fighters, lose the convoy then frantically panic as you see tanks close on your last remaining vehicle. There are a few glitches — some clipping problems on very mountainous scenes being the most noticeable, but these are forgiven for a game that excites such admiration. Even emotion.

COMMENT



STEVE

When this game arrived in the office you couldn't walk without tripping over someone's chin in the process. All work on MEAN MACHINES stopped and the doctor was called in to treat third degree carpet burns. So to say this caused a bit of a stir would be an understatement. The intro is superb and I'm pleased to report the actual game is no let down either. There's more to it than just shooting everything in sight. For starters you have a limited amount of weapons, so wasting ammunition prevents you from destroying the main targets. The thought behind missions is outstanding as well. For instance, when called upon to protect a convoy of peacekeepers, many of the threatening guns are hidden behind hills, and a keen eye and tactics are needed for what culminates in a tense shootout. You'll discover sneaky ways to extend your lives and rise through the ranks over a long period of play. What more can I say other then put it on your Christmas [illegible] at the very top, IMMEDIATELY!

▲ A virtual warzone, brilliantly realised. Detailed foreground terrain blends convincingly into spectacular panoramas. The enemies have a reality.

▲ Superb movement, endowed with update on par with realism. Attention to the smallest detail. ▼ Occasional poor scenery clipping.

▲ The music is an appropriate and excellent it should be on a CD, Oh, it is — now! ▼

▲ The effects are as well realised, they have substance all of their own. Listen to the whistling harmonics of the rockets. Speech is also used as a [illegible] tool.

▲ A triumph of easy-to-learn, sensible controls. Things to do from the first moment, yet the game never flags over prolonged play. Clear objectives, but [illegible] to achieve.

▲ There is more to this game than any other 3-stunt game. There is months of play in Thunderhawk 2.

OVERALL

Thunderhawk 2 is on par with the best software produced for next generation consoles. A top and set to become a phenomenon. If there is a [illegible] this.

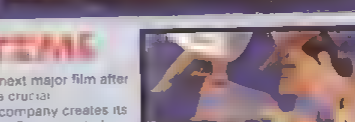
95

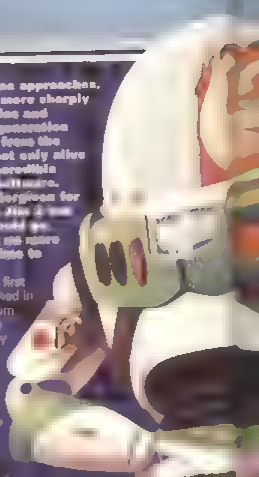
WORK IN PROGRESS

As the first 32-bit Christmas approaches, attention has never been more sharply focussed on the capabilities and performances of the next generation machines. Elsewhere, away from the limelight the humble Megadrive is not only alive and kicking, but witnessing some incredible quantum leaps in the quality of its software. Right recently, you could have been forgiven for thinking that games like Earthworm Jim 2 had pushed the Megadrive as far as it could go... but if you think that, then prepare to get one more surprised as its classic 16-bit days draw to a close.

Toy Story, the game based on the Disney's first fully computer-animated film, will be launched in the States about the time you read this. From what we've seen of the title so far, it seems Disney Interactive's extravagant budget may well be justified: "The Toy Story video game offers players with 16-bit game machines a truly 'next generation' experience" says Lloyd Taran, the company's vice-president. "The game offers an exciting opportunity for Disney to shatter 16-bit video game limitations and illegally broaden entire 16-bit market... The result is a game you have to play to believe."

To do the set some pre-release hype or other, Disney Interactive have invited the press to a preview of the game over in Europe. Soon you'll be able to judge for yourself.





DISNEY TEAMS

Toy Story is Disney Studios' next major film after Pocahontas and represents a crucial development in the way the company creates its animated films. Since Disney's first animated feature, 1937's Snow White and the Seven Dwarfs, the company has been seeking ways to streamline the labour-intensive and costly business of feature film animation. The introduction of computer animation in the 1980s breathed a creative breath of fresh air into the company's methods and output. Disney's recent triumphs have included prominent elements of computer-aided trickery – most obviously the incredible rendered ballroom from Beauty and the Beast. Film entirely animated by computer from beginning to end. Until now

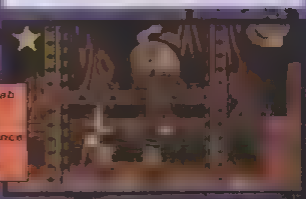
Another movie still - Buzz is the only character in the nursery who doesn't realise he's a toy

The Slinky dog from the Toy Story movie. This is just one of the classic toys that appear.

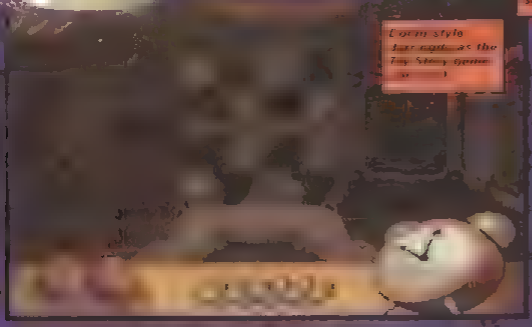
GAMEPLAY

[illegible] release [illegible] States is [illegible] with the [illegible] of this [illegible] look [illegible] ward to 32 [illegible] of [illegible] through 10 [illegible] of obstacles [illegible] get them back to the nursery [illegible] excursions [illegible] Highlights [illegible] where [illegible] scenario [illegible]

LEFT A grab from the incredible intro sequence to the Toy Story game



Form style [illegible] as the Toy Story game [illegible]



0503 050! 502

SOMETHING NASTY IN THE NURSERY

In keeping with Pixar's previous computer-animated films, the Toy Story movie is set in a world where toys take on a life of their own when people aren't around. The film depicts the conflicts between the toys in a child's nursery. Set between the child's birthday and Christmas, the two events the toys fear the most, the film concentrates on their insecurity about being replaced. One of the most neurotic characters is Rex, a tacky Jurassic Park-style Tyrannosaurus toy with a complex about his cheap construction. At the other end of the scale is Buzz Lightyear, who is the only occupant of the nursery who doesn't realise he is a toy. Buzz, who is equipped with pop-out wings, a laser beam and a wrist communicator, is advanced enough to make the more simple toys like Mr Potato-Head and the Etch-a-Sketch nervous. Buzz Lightyear was voiced by Tim Allen, while his rival, the cowboy doll Woody, was voiced by Tom Hanks. All the actors were video taped while they recorded their dialogue, so the animators could study their facial expressions

Rex, the neurotic plastic dinosaur with a complex about his cheap construction

Back to the game, and some of the most impressive graphics

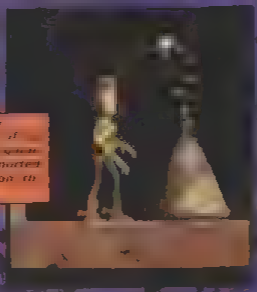
that have ever been created for the Mega drive. Toy Story looks very promising indeed

Mr Potato-Head – one of the less sophisticated toys in the Toy Story movie's nursery

Tom Hanks as Woody and Tim Allen as Buzz Lightyear – the resemblances are uncanny

Characters like the piggy bank, Mr Potato-Head and Little Bo Peep also appear in the game

More incredible graphics from the 32 meg Megadrive game.



For certain sequences of Megadrive game code was pulled straight from the movie

SPOT THE DIFFERENCE

Toy Story uses a Doom style first-person perspective amongst its anticipated mix of game styles. Disney have also promised side-scrolling gameplay and an "immersive racecar driving-type" scenario. Toy Story will be the first game to ever feature 3-D animated movie images directly imported into its code. Members of the game's programming team included the same Pixar artists and animation specialists who created the film.

The characters from the film are faithfully reproduced in the game. Here, Woody has to ride a rampaging Rex through an onslaught of hostile toys.

TOY STORY THE MOVIE

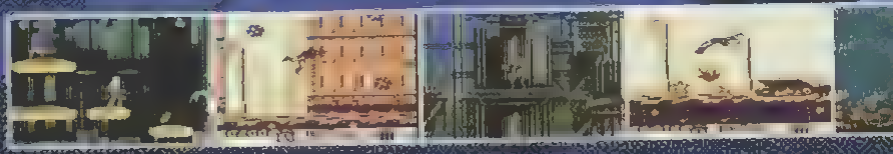
The Toy Story film is a co-production between Disney and the California-based computer animation specialists Pixar. The small company came to prominence producing groundbreaking computer animated short films, most notably 1988's Oscar-winning Tin Toy. John Lasseter, who directed Tin Toy, also directed Toy Story. "When we had finished our last short film, Knickknack (1989) we wanted to make a feature. We came up with the idea for a half hour Christmas special, using Tinny from Tin Toy." This coincided with Disney's search for ways to diversify their animated films. They first went to Tim Burton to produce A Nightmare Before Christmas and then went to Pixar, who they had previously developed a 2-D computer animation system with. "We felt John Lasseter was a truly gifted artist," says Tom Schumacher, vice-president of Disney's animation division, "and we very specifically wanted to work with John." In 1990 Disney abandoned the idea of a TV special, suggesting instead a feature film. The result of five years' work is only now seeing fruition.

BSI

The most expens
is about to flood

WATER

DANGER! VOLATI



H20

ve movie in history
your games console.

WORLD

UNDERCURRENTS.

It's the Big One. Rather, one of the Big Three. Sega's big three titles that, by any impartial estimate, blow away the rather identikit series of Playstation releases. Sega's arcade conversions; Sega Rally, Virtua Cop and Virtua Fighter 2 tower above most past, present and future Saturn development. This 'second generation' of Saturn software is about to happen, and that's where any self-respecting Sega fan's attention should be.

Cop as it [illegible] was a Model 2 arcade board [illegible] and undisputedly the best target [illegible] game available. The eventual arcade conversion has been developed by two factions [illegible] the plot'em's experiences with the Saturn Daytona project and the new Operating System developed in early 1994. This is the crucial arrival of this new programming tool that made the development of Cop possible. To convey all the scaling polygon movements [illegible] using would have [illegible] ss [illegible] using the methods that brought the [illegible] Virtua Fighter to the Saturn [illegible] remember that was only a year ago with pla edits [illegible] from every corner of game journalism. But the [illegible] rise in standards means that only a perfect conversion will be seen as successful. [illegible] Sega have been able to refuse

VIRTUA COP

TOOLED UP

AM2 have developed an infra-red gun to go with Virtua Cop (and other shooting games, including the sequel) which you will really need to get the most out of the gameplay. This will be available at the same time, in fetching blue or red. Sega apparently regard black as too realistic for this country.

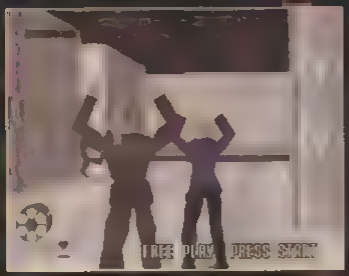
GET IT OFF YOUR CHEST

Slamming your bullets into the many chests littering the play area is not a total waste of time. Quite a few hold special weapons that upgrade your six-shot standard revolver. The first to find is the shotgun, which is also limited to six slugs, but with a wider target area. The automatic provides automatic reloading, and the machine-gun a single magazine to spray-paint the walls with. Sadly, any of these enhanced arms are lost when you take a hit.

If you can, find time to look for bonus weapons. Automatic firearms can have devastating effect.

CROSSFIRE

As important as hitting your target is the process of avoiding the bystanders caught up in your fire-fight. Hitting them is as damaging to yourself as hitting them — it loses you one unit of energy. Sometimes they do let out , should we say, a rather distinctive shriek. The positioning of 'innocents' becomes trickier as the game progresses. Initially they are easily distinguished in pure white. Soon, their clothing darkens, they tend to get in the way, and some are even held as 'hostages'.



TACKLING E.V.L.

The action is set across three stages of increasing difficulty, with three stages in each. The first follows your bust of the EVL Corporation's illegal arms operations. From the initial shipments, to the headquarters of the unscrupulous conglomerate, you're against the odds in your mission to clean up the streets...

DOCKS

The first skirmish is a warm-up outside the arms house, but once inside you are attacked from all sides, including an assault from an artic truck and hoods using a car as cover. This can be spectacularly totalled. Once inside the warehouses, a tense guerilla battle

ake impinges on , with cranes, conveyors and vast slag ...ding cover! ...enemies. Things ... ...ehouses. Once inside the arms complex, ...claustrophobic, and ever-wielding bowl heads appear.

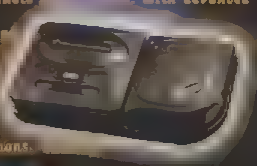
CORPORATE

...pulsar surround- ... of EMAP Towers, you make your way in by the underground car park entrance. There follows a memorable shoot-out in the lobby, havoc in the offices and, well, we'll let you find out more for yourselves...

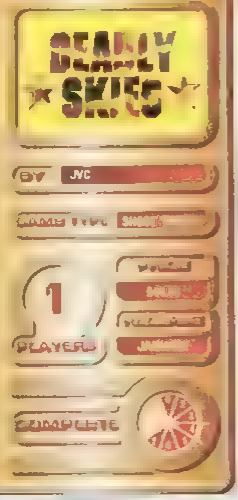
MEGA DRIVE 32X

MEGA-CD

POWER-UP FOR £99.99 EACH



NOW AVAILABLE AT MOST LEADING VIDEO GAMES STORES



Despite sounding like a dodgy advert for satellite TV, Deadly Skies is the new JVC shooting fest set to challenge Wing Arms as the Saturn's best aero-fighting sim. Whereas Wing Arms concentrates more on the World War 2 planes, Deadly Skies moves into the nineties with hi-tech fighter planes. Move over Spitfire and Hurricane, the F-15 Eagle and Mig-29 are here to stay.

The game is still only about three quarters complete but what we've seen certainly looks promising. The planes are very nippy, with a responsiveness that enables realistic fighting movements to be translated into the game. The end result is like Streetfighter in the sky – it's you against one opponent and that's it. You must use your cunning powers of stealth and flying knowledge to hunt down your enemy and blow them away whilst negotiating a variety of 3-D landscapes. At present there are 8 characters to choose from and each one has its own background scenario. The more patriotic of you can choose Andy, the British pilot, but there are lots of other nationalities you can choose from as well. Each pilot also has their own plane with unique characteristics to match. All in all, Deadly Skies looks like becoming the most exciting thing to come out of Norway since... erm.

This level is set in that sugar advert. Strawberries are not included.

To fight in Hull, go up to Mike Tyson and call him soft.

VIEW TO A KILL

At present, the 'change view' facility only allows you to fix your sights on your opponent's plane. This means that once he has shaken you from his tail, switch to view his attempted getaway then continue in pursuit. The only downside to this is that you can't shoot while playing from this perspective, so you have to keep changing back.

INGA FROM SVEEDEN

Each of the actors suited to the country they originate from. Isaac wears a Sheepskin coat and is from Ireland (he works in the frozen meat section...and one of the Americans has a pristine white uniform and a saucy, smarmy grin. He's called Bruce, which sounds suspiciously Aussie. He's left his girlfriend Sheila at home. Probably.

Steve hits the road. And several highly-populated desert settlements.

PAC-PANIC

BY PHILIPS

GAME TYPE PUZZLE

RELEASE DECEMBER

PRICE £10.99

1-2 PLAYERS

8 MEG

COMPLETE

We must be entering the silly season. Out of the blue, Philips release a Megadrive game. A company more famed for light bulbs, kettles and compact discs gets in the cartridge market. But it simpler than it might appear. The dutch media giant sees the opportunity with a cheap and cheerful puzzler from Namco, the company who invented Pac-Man and aren't going to let us forget it in a hurry.

In his fourteen year existence he's been the Bucks Fizz of video games. Back in his heyday he was the big attraction on the Atari VCS of 1983. Now he is reduced to playing in budget Tetris clones a shadow of his former rotund self. But let's not be too cynical for Pac Panic actually promises a twist on the falling blocks formula that has become the scourge of every game format in the Western world (it emanated, predictably, as a Russian 'plot' to undermine office workers everywhere). There are three game modes, including a split screen versus mode, and the game's main attraction is its sub-£20 price point. There was literally no space for review this month so we'll bring you a full verdict next month, by when the game will be well and truly shelf bound.

MUNCH MAN

PAC MANIA

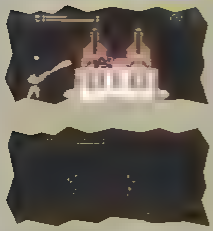
"SO SODDING MASSIVE...

...worth buying if you're one of those who can only afford one game every few months"

C&VG

DANGER has reared its ugly head again and that can only mean one thing...

THE PHANTOM is on his way!



Actual screen shots shown

As the 24th Phantom, you'll need ultra-quick reflexes, super-human strength, and an awesome array of weapons to overthrow Maximum Inc's evil Rebecca Madison and her army of living corpses. Can you survive a staggering 70 levels of non-stop combat to reach one of the 20 possible endings?
Choose your destiny. Become the Phantom!

AVAILABLE ON - MEGADRIVE - SNES - AND GAMEGEAR

PHANTOM

VIACOM NEWMEDIA

© 1995 Viacom International Inc. All Rights Reserved. © 1994 Hearst Entertainment, Inc./King Features Syndicate, Inc. ™ The Hearst Corporation

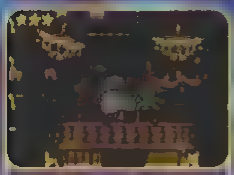
For Holland Cinema International B.V. Weesperzijde 0031 (0) 348 466900

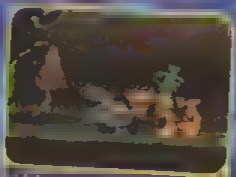
JOHNNY BAZOOKATONE

S Gold's entry into the Saturn market is effected with Johnny Bazookatone, a platformer steeped in rhythm and blues. Johnny is the first [illegible]-quiffed platform game hero in some [illegible] time, but his cheek's ages hairdo is nothing in comparison to that of his [illegible] enemy, El Diablo, a [illegible] and intravenous-[illegible] like habits of the cool 'Kings'.

BACK COMING

[illegible] I have a gripe for the amount of times I have mentioned 'puzzle elements' in platform games to make them sound more interesting than they are. I'd probably be able to buy a Saturn. But Johnny B. genuinely does use puzzles and your brain frequently. For one, it's not linear with exits to later levels and backtracking throughout the game. Inside the stage, you may be expected to use objects which may vary the outcome. For example, the hospital stage forces you to find a way to reduce the treatment queue to enter a vital doorway.

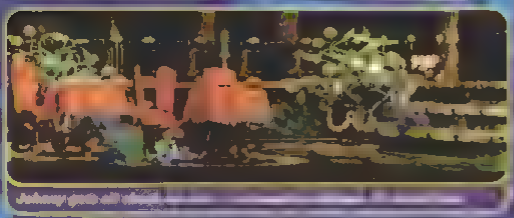




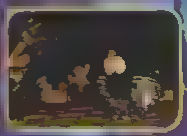
Johnny on the prowl while his dog brings up the rear.

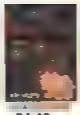
SPIT AND POLISH

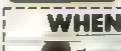
Consecutive use has been made of the rotational and scaling hardware effects of the Saturn. Swinging objects like [illegible] characters move with a particular smoothness, and effects like the [illegible] lens in the air duct level are impressive in motion.

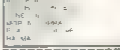


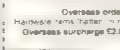
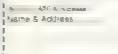
Johnny gets all [illegible]

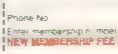










STEVE'S TIPS

Welcome, welcome humble tipsters and bow as you witness the tipping greatness of Mean Machines. As you can see this month we have gone cheats crazy. Not only do we have the maps and explanations for the second part of the Light Crusader guide, but a helping hand on the Saturn stormer, Myst. If that little lot isn't enough to send your mucus-filled stomachs convulsing, then we have the usual array of cheats and helpful hints from the world of planet Sega. Don't forget that there is still the prize of a Saturn game for the best cheat sent in for our 32 bit wonder. And don't bother trying to rip off other cheats, or send us old Panzer tips as we are in the know, right? Address your pearls of wisdom to:

TIP-A-DE-DO-DAH, TIP-A-DE-DAY. TIPS DEPARTMENT, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

MEGADRIVE

MORTAL KOMBAT 3

SECRET SCREEN AND ENDURANCE

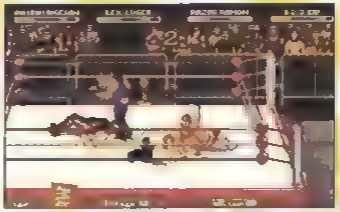
Our resident Mortal Kombat expert Mr Lomas has discovered a couple of ace cheats. To call up the secret screen, enter this code on the menu screen: A, C, D, B, D, B, A, D. This brings up the familiar Kombat cheat screen enabling you to change the continues, see the end sequences and such like. The other cheat is far more simple. Simply hold down A and C on the menu screen and press start and you'll be able to play a four player endurance mode. Well done Edw...

Also we were flooded with tips about the Kombat Kodes for the versus mode. Ryan Button and Craig McKinley were first out of the blocks so here they are. The numbers represent the amount of button presses. 0=MK Dragon, 1=MK logo, 2=Yin/Yang, 3=Number 3, 4=Question mark, 5=Lightning Bolt, 6=Goro creature, 7=Raiden, 8=Shao Kahn, 9=Skull.

Half Energy P1: 033 000	Half Energy P2: 000 033
Quarter Energy P1: 707 000	Quarter Energy P2: 000 707
No throws: 100 100	No Blocking: 020 020
No meters: 987 123	Unlimited Block: 466 466
Text No Fear: 282 282	Text Hold: 987 666
Dark Fighting: 688 422	Random Morphing: 460 460
Psycho Kombat: 985 125	Galaxian: 642 468
Winner Fights Motaro: 969 141	Winner fights Noob Saibot: 789 342
Fights Shao Kahn: 033 564	Winner fights Smoke: 205 926
Text No knowledge: 123 926	Unlimited run: 466 466

WWF RAW

SELECT SAME CHARACTER



This little cheat was sent in by Tom Webber of St. Austell in Cornwall. To select the same wrestler, Player 1 choose a fighter, and it will tell you that you are in green. Hold down A+C. Player 1 will then flash red. Push UP and it will flash green again,to indicate it has worked. Now player 2 can select the same wrestler.

MICRO MACHINES '96

SECRET CODES AND CONSTRUCTION KIT ADVICE

Here are a couple of the secret player names for you to try out on the awesome new racer from Codies. There are still another batch of passwords to be found but that will have to be up to you. Enter your drivers name as one of these GUFDON, HORDON, NODROG or ALCHIE for a few surprises.
Also, straight from the horses mouth as it were, we have some helpful hints to building your own courses on the construction kit, from the masters themselves, Codemasters.

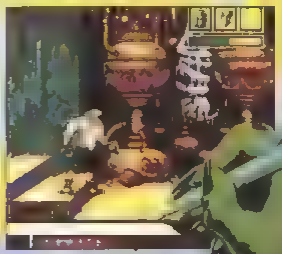
1. Simple courses are often the best. Players don't have to worry about learning the bends and turns on the tracks, and get right into some serious racing action!
2. Try to avoid having lots of bends as it can lead to frustration on the players part through constant stopping and starting.
3. Long straight track are good for player interaction.
4. Although solid objects cannot be put straight onto the track, use hops and skids for enhanced competition. Too many can make it unfair, because a good driver will stay on the track, and yet will always hit hazards.
5. Try to put a sign by the track to warn players that a particular nasty bend is coming up. This way, a driver can associate a tough bend with certain parts of the scenery.
6. Putting jumps after bends will cause problems every time. Try to allow a bit of straight for the jump to be made successfully.
7. Putting solid objects after jumps is a definite no-go. Vehicles can get embedded on the objects, losing time and places.
8. Don't put two jumps too close to each other. If the car is still bouncing from the first jump it has no chance of making the second.
9. Hops and skids are good hazards to put on the outside of the bends. These penalise the kamikaze drivers who take the bend too harshly.
10. Don't leave the track too open. Players won't stay in your ass-ged driving area.
11. Having said that, don't box in the track totally. A few short cuts always add to the fun.
12. Narrow straights of track over gaps and chasms are always good for a bit of foul play.
13. But avoid putting narrow sections after bends. It makes driving up a lot harder.
14. Remember that by switching the [illegible] of the car around, will alter the playability of the track dramatically. If you have made a step and start track, this spoils the game. It change the handling of the car instead of the track.

[illegible] be enough to [illegible] personal Silverstones [illegible] your start.

COMIX ZONE

COMIX ZONE: SEE CREDITS

Despite being absolutely worthless, we thank David Hughes, from Liverpool for sending it in. To see the credits, go to the options screen and hold down A, B and C. Keep them held down and press start and the credits should appear.



MEGA CD

ETERNAL CHAMPIONS PERFORM CINEKILLS

Carl Ayrton, sent in a guide on how to perform the Cinekills on the Mega CD version. First, go to the options screen, choose OPTIONS, select OPTIONS, choose the fastest speed setting, any background and any [illegible] character (Sketch is easiest), then select your opponent (not Shadow or [illegible] you [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] the Cinekill will happen automatically. But if the opponent is not dizzy, then use Sketch' dizzy move. Jump up and press Y+Z (in mid-air) and then it will work. Phew!

SATURN

SHINOBI X

LEVEL SELECT

To get a level select, which works at any time, you have to do is pause the game and press A,B,A,B,C. If worked, then a the number 1-1 will appear in the bottom right hand corner. Select which ever level you want to start on, and then un-pause and you'll be whisked off to the level chosen!

BUG: LEVEL SELECT

Paul Hill (no relation) has discovered a level select cheat for it. On the Start/Option screen, press B, A, B, Y, DOWN, RIGHT, A, LEFT SHIFT and DOWN. Bug should let out a little cry if done correctly. Now Start the game and press UP and LEFT SHIFT. This will bring up the level select.

DAYTONA USA

MANIAC MODE

If you fancy making this even harder, wait until the demo finishes and when the Sega logo appears enter D, D, L, R, L, R, A, B, C. The game will start and if it's worked there will be a small 'M' in the top left hand corner.

CLOCKWORK KNIGHT 2

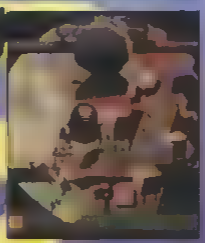
999 LIVES, ENDING AND LEVEL SELECT

To get these to work, go to the start screen with the horse, and input either of the following codes. Please note that these are all D-pad codes, not buttons.
R,U,L,U,R,U,D,U,L,U,L,U. For a level select. Use up and down to cycle through the levels.
R,U,L,D,R,D,R,U,L,D,R,D. For your chance to see the ending.
R,U,L,D,R,D,R,U,L,D,R,D. To give you 999 lives when you start.

PANZER DRAGOON

SEE ENDING

To see the ending without playing the game, press the following at the title screen: U, U, D, U, R, R, L, R, D, D, D, D, L, L, R.



VIRTUA FIGHTER REMIX

PLAY AS DURAL, STAGE AND PLAYER SELECT

At the player select screen, press D, U, R, L, [illegible] A. If you have done the correctly, Dural will now become available to play as. The other cheat is even easier to perform. Win a fight in versus mode and when the 'winner' banner comes up, hold the L and [illegible] appear. A huge round of applause must go [illegible] Scotland for finding those out. As promised your prize for the best tasum tip for the month is in the post.

EUROPE'S LARGEST KILLER OF TIME

ZOOP - YOU MAY ALREADY BE ADDICTED

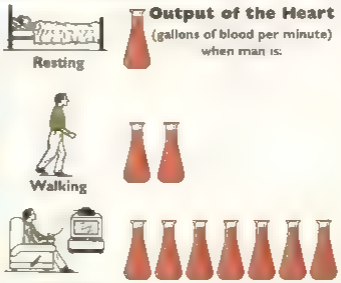
No one is immune

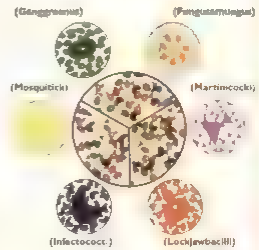
Parents

Children

Output of the Heart

(gallons of blood per minute) when man is:





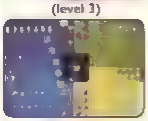
A healthy iris

The same iris after Zoop

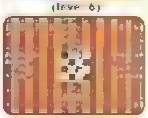
The stages of Zoop

(what to look for)

(level 3)



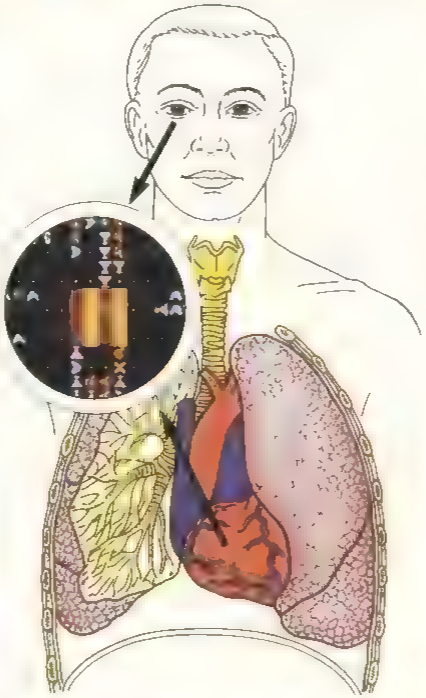
(level 6)



(level 8)

(level 9)

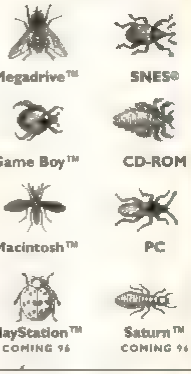
(this pattern continues on, and sadly always leads to one's demise)



It looks like a harmless video game until it enters the blood stream and mixes with your DNA. In order to eradicate this affliction we must learn its moves, understand its thinking and anticipate its next move. Only then can we begin to battle and conquer this killer

Dixons, Currys, PC World, Toys R Us, Future Zone, HMV, Virgin/Our Price and all good games stockists

Known carriers of Zoop



How Zoop affects the brain

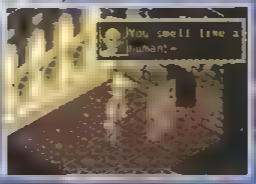
It slowly eats at the Cerebellum restricting: movement coordination, balance

It attacks the frontal lobes of the Cerebrum impairing: judgement, higher learning, reason

It mutates the Medulla causing irregular: digestion, respiration, heartbeat

Light Crusader

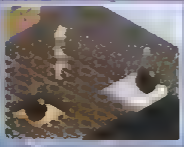
Hit the lights in the order they flash to open the door.



Talk to him dressed as a goblin and he'll open the door.

The soldiers come alive when the chest is opened.

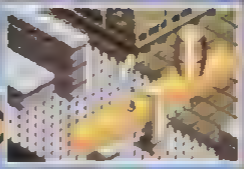
...bombs as shown. Then lift both and stand on the platforms and you'll be taken up to the chest.

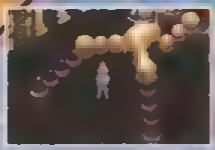


Again, position the two bombs as shown, then hit the block to set them off. Move [redacted] running [redacted] to the door.

ABOVE: Put a block on all the plates shown and you stand on the other.

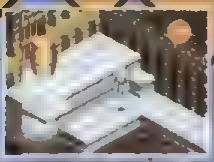
LEFT: Step on the tiles in this order to open the door and take you to the next level: G A R R I O T T.





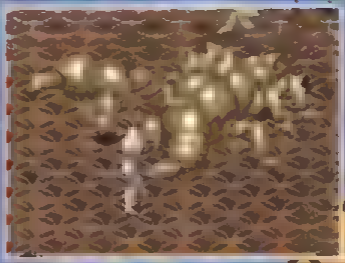
You have to jump on the balls as they fall and then onto a platform to work your way up to the top, and the chest.

FAR LEFT: The spider boss will need a lot of magic to kill.

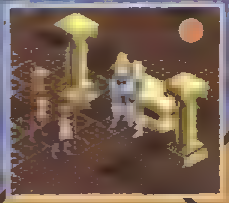


The ball has to be pushed into the position shown, so that the barrel can be moved off, and over to the door. Explode the barrel to demolish the door.

of little use, but if you want to get to him



Ignore the claws of the Scorpion and attack the head. You'll only suffer minimal damage.



A small reward for your efforts so far is a bag containing 900 GPs!

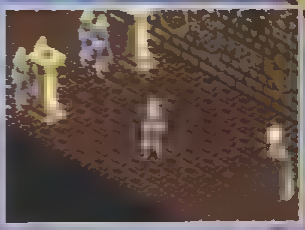
Stock up on Shield magic just before the fireballs start. Keep using it until they stop

Attack the shadow following this boss to kill him.

This is the shop you encounter. The keeper will tell you to go away unless you have the chest. Find the

chest in Room 9 which contains the item you are looking for. Now go and buy some potions.

Forget about the replicas of you and go for the sorcerer. When he dies, he'll take the replicas with him.



Investigate a suspicious looking ink stain. Lara's ink level when he is in a room all on his own. Sounds like Marcus after a few beers.

Using the wind, push the ball so it travels to the middle of the screen and to the place shown in the screenshot. This will then bring down the chest. It won't work if you try to push the ball when the fans are at their strongest.

This is really simple. Just step on all the crosses and turn them into noughts to open the door.

Avoid the laser beams from this device. Coming into close proximity can be quite unpleasant.

Jump into the crystals to be warped to any one of the 8 mini stages shown on the page

The gravity machine determines how high you can jump on this level. Set it to 10 0 for the highest possible jump

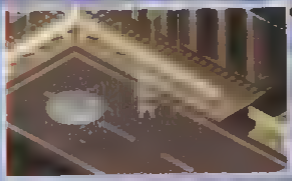
BRICK WALL LI

ICE LEVEL

The Ice level is similar to the Army level so check where you actually are. BELOW: The Ice stage is easily the toughest, so read the guide to help

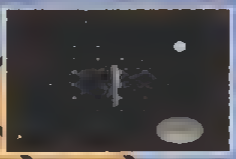
Position the balls as shown to activate the switch. See the text for explanation.

ROAD LEVEL



The road level has a couple of taxing puzzles.

Talk to the ninja at the Ninja hotel. If you ask him how you leave Liverpool, don't follow the instructions right.



It's all a bit dark and sinister in this mini-level.

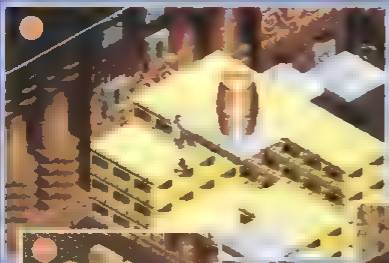
Ninja-related action in this sub-stage.

The cowboy level (above) is really easy, but the space level (below) is tougher.

CHINESE LEVEL

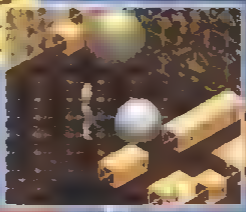
COWBOY/COW LEVEL

SPACE



The barrel puzzle to the left isn't too difficult. Just make sure you don't push the barrel too far on to the platforms you might not be able to move it back again.

Ah, poor Sabre, what will he do? She been kidnapped by Bloodroke

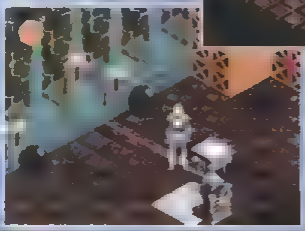


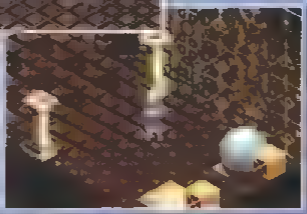
...ball of (hollow)

RIGHT, Get the little ball to here so that it can be pushed on to the switches.

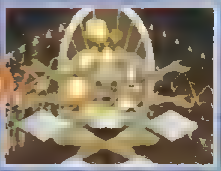
Position the two bombs as shown below, and put the laser on the back of the platform, in the centre. Hit the two bombs, then stand on the platforms and wait to be taken up.

This is just a prisoner who tells you about her harrowing kidnap.

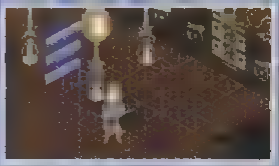




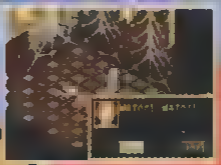
This puzzle is simple. Push the ball left or right so that it stops on the small gaps, then push it down towards the switches to open the door.



ABOVE: *To kill the Hunter, first destroy the four orbs in the second screenshot, then attack the head from the position shown in the third screen. Then it's all over!*



This shows where the door is in the mirror. Walk through it to get to the final part of the level.

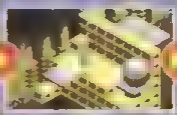


This is the mid-level guardian. He isn't that hard for a fat bloke, but don't hit the diamond that appears otherwise it will restore some of his energy.

Push the barrel and the balls to the positions indicated.

Now move the barrel to here so it will stop the ball when it is pushed.

Push the ball on to the switch, then put the barrel on the other plate.



Push the ball to here, and when the barrel explodes it will go up.

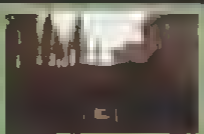
The ball now hits the switch and the door opens.

3 TIER HELP

The help in this guide comes in three distinct types. Advice headed in green is the most general, non-specific and should direct you to solutions without spoiling gameplay. Move onto amber-headed paragraphs when you want more concrete gaming tips, but still giving you the satisfaction of working out the mechanism. Tips headed in red are full and detailed guides to solving problem. Follow them sparingly to get through a thorny patch — but they do give the game away.

Myst is one of those total immersion games that takes you away from all other nocturnal habits, plunging you into the altogether more wholesome world of impossibly rendered graphics and troublesome puzzles. [illegible] a potential [illegible] with-our-problem game. In [illegible] respect to previous [illegible] your [illegible] hours to [illegible] our solution to Myst.

PART 1: MYST ISLAND



[illegible] Myst [illegible] to [illegible] you [illegible] adventure [illegible] will not be [illegible] [illegible] the [illegible] [illegible] the [illegible] [illegible] mat on. Around the rest of the [illegible] ways to further worlds referred to as Myst [illegible] books. That's what you are aiming to find.

[illegible] you [illegible] see a loose piece of paper. This reveals you [illegible] that you'll work [illegible] necessary [illegible] facing away from the ship. There is a mechanism that displays messages or symbols. You [illegible] enter 08 (the number of switches on the stand) [illegible] message from Atrus the creator of the books [illegible] of the stand. If two switches [illegible]

THE LIBRARY

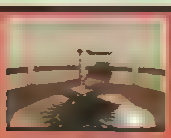
Some of the books within the bookcase are [illegible] aged. Search these out. They are [illegible] but only the diagrams will prove vital. The red and blue books are crucial to the quest. Listen for any message you can discern from them.

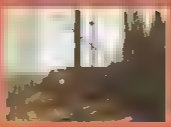
The [illegible] One of them [illegible] the destruction [illegible] By bringing the pages [illegible] the [illegible] ages you will set them free. Each additional page gives them a chance to put their own case more clearly. There are two pages in each world. You can only [illegible] a second page will [illegible] integrate the one you are already carrying. You must make a choice.

STONESHIP AGE

LEAVING MYST

Here's how to find the linking books





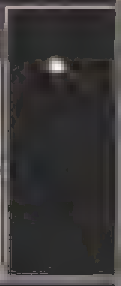
MECHANICAL AGE

SELENITIC AGE

CHANNELWOOD AGE

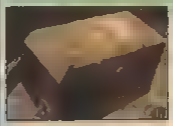
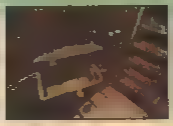
SOLVING THE MECHANICAL AGE

The main task is to reach the two smaller islands and find their codes, which work the machine on the first island. The holographic simulator is the key to this.

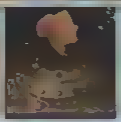
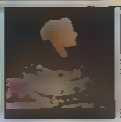


SOLVING THE STONESHIP AGE

The most important contraptions are the three wa... the telescope

...an sm which powers all electrical ... chamber is located within the lighthouse ... water from three separate areas.

This macabre mechanism resides in Achenar's chamber

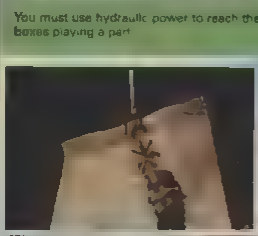
ROTATIONAL SIMULATOR

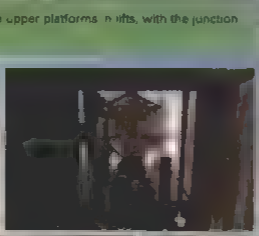
The next room in Spring Island allows you to practice with the mechanism that rotates the fortress. The [illegible] changes the position of the mechanism, making it easier to use, but has default to Stop. [illegible] power, releasing the speed of the motor. The mechanism settles into one of [illegible] compass positions after each [illegible] It's important to memorise the different [illegible] for each compass position. These denote the direction the fortress is now facing.

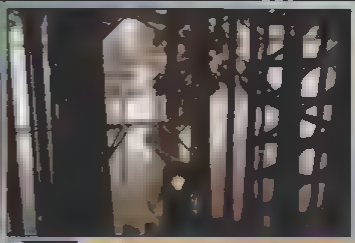
[illegible] to the lift mechanism and step in. Press the upward arrow. You arrive at an empty floor. Now push the middle rectangular button. While the alarm sounds, step out of the lift. It will now descend, revealing the real rotational mechanism on top. The compass positions are coded as: South—cow bell; East—whoosh; North—ping; West—[illegible]. You wish to negotiate the fortress to East and North. Leave the fortress and find two symbols etched into rings on the two islands. Rotate the fortress back to the south position and input these on the machine to reveal the linking book. Remember to take a page with you.

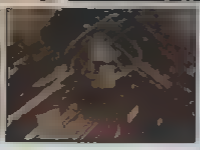
SOLVING THE CHANNELWOOD AGE

You must use hydraulic power to reach the upper platforms in lifts, with the junction boxes playing a part.



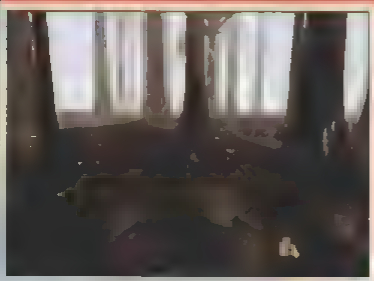






[illegible] The Mystling book is easier to find than the pages. The key to exploring further is the lift near the wooden staircase.

[illegible] to the lift, keep walls and ceiling to the northern of [illegible] Channelwood. Examine the [illegible] and read the logs. Return to take the power to the south. Turn the first [illegible]



[illegible] the first level, walk forward [illegible] Channelwood. Examine the [illegible] and read the logs. Return to take the power to the south. Turn the first [illegible] [illegible] the power to the

Virtua Fighter 2

SEGA

DECEMBER

£49.99

BEAT 'EM UP

1-2 PLAYERS

CONTROL: JOYPAD
GAME DIFFICULTY: 4
CONTINUES: INFINITE
SKILL LEVELS: 4
RESPONSIVENESS: EXCELLENT

Conversion of the classic AM2 arcade machine.

Beat the crap out of eleven different fighters.

JACKY BRYANT

On the trail of the sinister JB Syndicate and his brainwashed sister Sarah, Jacky comes to the second tournament even more powerful than he was before. As he likes to remind his defeated opponents, he is indeed faster than lightning, making him difficult to trap. His moves are far more diverse and attack on multiple levels, making them extremely challenging to guard against effectively. Although winning with Jacky is a far more predictable exercise than with the other fighters, there's no denying his sheer power.

rtua ter 2

MEGA GAME

LION RAFALE

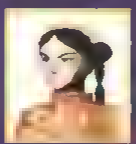
One of the new boys in Virtua Fighter 2, Lion is adept in the swift art of Mantis Fist Kung Fu. Very small and very nimble, he's a tough opponent to beat. His stance makes it difficult to tell if he's standing or crouching (this makes throwing him very difficult) and his sheer speed allows him to evade even the most powerful techniques with ease. Lion's range of unique throws (including the classic move where he jumps onto his opponent's back and attacks their throat) are most impressive.

KAGE-MARU

Although flushed with victory at having totally defeated Akira in the first Virtua Fighter tournament, Kage was still beaten to the championship. For the second competition he has learned an even greater range of manoeuvres. Labeled as the fighter with a move for every occasion in the first game, Kage fans should be pleased to hear that he is even more versatile in the sequel, with over 70 different techniques to his name. Mastering him is difficult, but he is ranked as second most powerful behind Akira his new rival.

AKIRA YU

The master of short-range combat, Akira has supplemented his powerful moves from VF1 with a series of throws and stealthy [illegible] designed to leave the opponent off-balance before he unleashes a devastating energy draining power-combo. Akira's defence is second to none, as he's armed with a series of exceptional counter-attacks - watching him brush aside an incoming punch and retaliate instantaneously with a fist to the underside of the chin is a classic VF2 moment.



PAI C[illegible]

Pai was re[illegible] Virtua Fighter 1 for her speed, her [illegible] uncanny [illegible] an opponent's [illegible] against them. [illegible] traits which [illegible] built upon in Virtua Fighter 2. Although most of the characters have counter-attack [illegible] in the sequel, Pai's [illegible] definitely some of the [illegible] the weakness at dealing with [illegible] opponents has been overcome with an outstanding cartwheel manoeuvre which sees her fly over her foe's head before attacking from the rear with a choice of powerful kick-based combos.

SHUN DI

[illegible] master enters the Virtua Fighter tournament for the [illegible] wishing to pit his alcohol-derived martial arts skills against the best that the world has to offer. Characterised by his [illegible] attacks and unpredictable movements, Shun is thus one of the more dangerous opponents in the hands of a VF2 master. His victory taunts are some of the most amusing of all. Watching him collapse in a drunken state laughing [illegible] at his opponent's defeat [illegible] quite a sight to behold.

LAU CHAN

It's official. Lau Chan is the champion of the first Virtua Fighter tournament, having defeated all-comers with his super-violent Kan martial art. Despite the amount of new moves he's learned since the first game is a little on the lean side, he remains the king of the combination strike and in this respect, the extra speed on VF2 makes him even more dangerous. Lau was the first interesting fighter, but this time the others are ready for him.

COMMENT

GUS

Virtua Fighter WAS better than Tekken. Anyway, who gives a monkey's, because Virtua Fighter 2 makes mincemeat of anything available on THAT console. Despite all the gossip, the advanced pictures, the PR hype — the arrival of VF2 is still startling. The Saturn really is capable of wonders.

The wonders don't just begin with the incredible graphics (forgive the amount of incredibles appearing in this review), although these are the pinnacle in home console visuals. The true miracle is so much gameplay crammed into the internal RAM: thousands of moves, countless animations, running at more frames per second than your telly. Besides dwarfing all comers in scale, Virtua Fighter is the best because of its style and panache — the sozzled antics of Shun are a typically inspired addition. One final piece of advice for the company who's name is a four letter word: Never underestimate the power of the Saturn

COMMENT

MARCUS

I guarantee that there are going to be a lot of long faces on PlayStation owners when they see Virtua Fighter 2. The original always played better than anything that Sony had to offer, but suffered in the visual stakes. VF2 is even more playable and boasts supreme graphics - super-smooth, extremely fast - there is nothing to match it. The high resolution mode the game runs in makes this the finest-looking 3D game ever. Who would have thought that the Saturn (which seemed to be wheezing a bit even just copying the first VF) would be able to produce graphics this good? In terms of gameplay, Virtua Fighter 2 is totally unrivalled. Each character has between 50 and 70 different techniques. Learning them all and discovering how to link them into powerful combinations offers months of intensive, super-enjoyable gameplay. If you were happy with Saturn releases to date, prepare to reset your standards. Virtua Fighter 2 is possibly the best game ever.

GRAPHICS 97

▲More colour, more polygons, more speed more texture maps than anything seen on any home system. Absolutely unbelievable.

SONIC 97

▲Superb, ultra-lifelike motions on all of the characters, running at a smoothness that must be seen to be believed.

SOUND 93

▲A choice of the excellent arcade music, or some equally decent remixed tunes courtesy of the Sega Digital Studio.

PLAYABILITY 97

▲Just about everything from the arcade machine, including each character's amazing victory tunes.

LASTABILITY 97

▲Rampantly playable in the arcades, and the Saturn conversion seems to just about every move and technique. Truly a joy to play.

OVERALL 97

▲The huge amount of options, coupled with hundreds of different moves makes this a game that lasts months - if not years.

OVERALL

A groundbreaking achievement, VF2 is one of the most awe-inspiring videogames ever. A new era of Saturn gaming starts here.

97

BY: BULLFROG

RELEASE: DECEMBER

PRICE: TBA

GENRE: DRIVING

1-2 PLAYERS

OPTIONS: CONTROL JOYPAD; GAME DIFFICULTY: MEDIUM; CONTINUE: RAM SAVE; SKILL LEVEL: 4; RESPONSIVENESS: GOOD

ADVICE: This Saturn version of Hi-Octane is an enhanced version of the summer's CD-ROM hit.

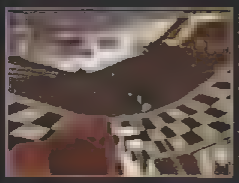
EXTRAS: Outrace or outgun your opponents with powerful cannons.

Dateline USA, July 2095, Mega Rally. All very nice so far as they go, but there's a problem. For business power and go, and the accepted accessible means, with [illegible] of photocopier [illegible] with [illegible] with [illegible] Industry.

And so it is with most generations machines. Whether [illegible] Hi-Octane are most definitely 'in'. The fact that no [illegible] never mind [illegible] and a [illegible] always [illegible] properly [illegible] and space — apart from that [illegible] about three [illegible] and the [illegible] with its [illegible] this way [illegible] a [illegible] [illegible] [illegible] speedy graphics of the PC as they appear on a high-end machine, Bullfrog's [illegible] Andy Beale (he and [illegible] has added more [illegible] [illegible] [illegible]

KILLING FRENZY RACING FEVER

Two supplementary modes in Hi-Octane provide a twist on the gameplay. First is Death Battle. This takes place on the infamous rod-shaped eighth track, where the object is to be the last left alive. Each car has a limited amount of lives before retiring from the competition. Pot Seat is designed for up to eight players on one joypad. In each race, player's have 30 seconds to better their position before returning to auto-pilot and passing the joypad on. Bizarre, yet strangely compulsive.



MEGA GAME

HI-OCTANE

THE ARENA PROJECT

The Hi-Octane Championship incorporates nine large tracks, accessed in sequence. No qualification is required to enter the succeeding races, with points awarded for positioning. The tracks have pits, bridges cross-overs, tunnels, gradient contours and lateral steep sides. Another novel feature is track-morphing, where the track alters shape during the race to counter your efforts. Bends will become tighter, gaps wider. It's just not fair.

EW
ERNOBYL
ENTRAL

EATH
ATCH
ENA

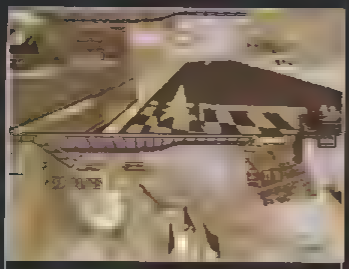
ANS-ASIA
NTERSTATE

LAM
ANYON

HRAK
ITY

DOUBLE DECKER

As the network mode of PC Hi-Octane isn't possible, Bullfrog have created the next best thing, a split-screen mode that retains all the speed and most of the detail of the main game.



Two vampires ballsing up a race completely.

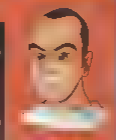
The flexiwing powers up to take a huge leap on Arctic Land.

This is off the beaten track, but you can find all sorts of goodies in nooks and crannies.

COMMENT

Any racers like myself like to dream about the kind of vehicles that Hi-Octane has in abundance. The most impressive performers here in the Saturn family, which whilst these hovercraft are an awesome sight, are a little muddy and unresponsive, but once you experience some of the excellent track-building, you'll really get into the game's stride. Of all the racers available, this has the greatest longevity — matching Virtua Racing in scope, whilst being visually dynamic and basically 'cool' — a quality that eludes Daytona and even Sega Rally. The easiest saturn game so far.

COMMENT



Getting Bullfrog on-side when you launch a new console is a very good thing. Quality, longevity and playability have become almost routine expectations from their games. Hi-Octane is an exceptionally cool racing game, and while it doesn't have the same visual appeal of the forthcoming Sega Rally, it offers gameplay of a radically different sort. Something like Psygnosis' Wipeout, which has been the one big triumph for the 'other path'. Even more impressive is the fact that Bullfrog have created Pentium PC performance on the 300 quid Saturn. Hi-Octane demonstrates best just how capable the Saturn is. The one-player mode is strong, and bolstered by some clever variations, options and features — like the race breakdowns and Hot Seat. Hi-Octane is a serious contender for your money.

GRAPHICS 85

+ Moody, metallic, hostile, and lumps of a futuristic racing Armageddon.
- Not so good close-up

SOUND 83

+ Excellent speed and update create a convincing 3-D. Player movement is superb.

LASTABILITY 90

+ The Toobins slots in with the action pumping!.
- Only three tracks.

PLAYABILITY 91

+ Two-player mode rules and see 'wheels' of beaters.

ORIGINALITY 90

+ The controls are very well balanced, the racing excellent, the hitting satisfying.
- Steering is sometimes a bit touchy.

OVERALL 92

+ Bullfrog's replays options improve more longevity than any other game.

OVERALL

High-powered, high-drama, Hi-Octane. Highly recommended.

90

WHAT A RIP OFF!

£5 OFF
This discount is valid until the 31st January 1996 and only applies to goods purchased from John Menzies Computer Departments. This voucher cannot be exchanged for cash. Only one voucher can be used for any one purchase.
To the Store Manager:
Return this voucher to Garland Coupon Services with your fortnightly tokens and voucher returns.
FOR STORE USE ONLY

You'll also find £5 off PC CD-ROM software vouchers in the December issues of NMS, CVG, Playstation Plus, PC Review, Maximum and Sega Saturn Magazine. The more magazines you buy, the more discounts you can get!

MENZIES

YOU'D BE SILLY NOT TO!

PLUS GREAT DEALS ON SATURN AND PLAYSTATION SOFTWARE AT JOHN MENZIES COMPUTER DEPARTMENTS

What do you get when you advertise in Mean Machines Sega?
MORE readers than any other Sega magazine
MORE in depth games coverage
MORE PROFIT!
If you want MORE call
Chris Perera or
Liza Hawkes
0171 972 6700

WHY BUY?
£3.50
LIST THE MD/CD/32X GAMES THAT YOU WISH OF SIMILAR VALUE IN ORDER OF PREFERENCE
MEGA XCHANGE
SEND YOUR BOXED GAMES INCLUDING MANUALS IN A PROTECTIVE ENVELOPE
INCLUDE YOUR NAME & ADDRESS & CHEQUE/PO PAYABLE TO "MEGA XCHANGE"
24 hr 01779 481000

HACKS/TIPS/CHEATS/CODES
CONSOLE HELPLINE
NO MUSIC, WAFFLE & TIME WASTING, JUST STRAIGHT TO THE HELP.
HOME GROWN PRODUCTIONS LTD, PO BOX 193, HAYES, MIDDX.

The Ooze

BY

RELEASE	PRICE
	£24.99

GAME TYPE PUZZLE

1	16
PLAYERS	MEG

BREAK DOWN

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REFLEXES

OPTIONS

CONTROL JOYPAD

GAME DIFFICULTY MEDIUM

CONTINUES NONE

SKILL LEVELS 1

RESPONSIVENESS FURY

ORIGIN

Eve, someone did a big wee one day and they thought they'd make a game out of it?

GAME AIM

Get to the laboratories, and change back into human form.

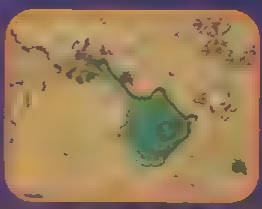
BEAT THIS

LEVEL 1

If you had to name the strangest game concepts to materialize on the Megadrive, you would probably count them on one hand. The most recent was the bizarre Boogerman, and this latest game to wobble and slurp out of the slimy mucous pits of Sega, is titled The Ooze. Taking it's central character from the classically crap 80's B movie The Blob, it features all the blobby movements you may expect from a game based on a pool of sick, including dripping, amount of slime and other viscous puss related objects, possibly mentioned for commercial exertion of the masses. You control an ex-human being, who, in his bizarre experiments into somehow [illegible] himself into a runny mess [illegible]. As a result all his friends in white coats discovered this and now [illegible] see fit to use him as their plaything, as he has to battle his way to the [illegible] chemical [illegible] you may [illegible] to Tesla [illegible] last part [illegible] was due to [illegible] should be scrapped, and then someone else decided to put it back in production, hence the delay. The main reason for his reinstatement was down to the reduced price that the programmers charged [illegible] Commodore was down.

OOZE A CLEVER BOY

Ooze is [illegible] which is good for long distance [illegible] power's that your slime [illegible] in his [illegible] sling on to [illegible] enemies you. The [illegible] is apparently [illegible] 2 dimensional [illegible] round a corner, as you can send your slimy protruding thing, to give them a good spanking. Ober mieuw!



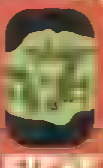
GUNKY

WARNING: BOG ENTRAILS

HEADS WILL ROLL

As you only control the head, the area of gloop... acts as... follows you around. Although you can shoot out parts of the... an alien uncorn... is the... point. The alien... bones... from... lead... is hit. ... itself will disappear with hits, but until your head gets smashed, you'll stay alive. Most enemies don't go for your last until your ooze is down to a minimum, but some possess lasers that cut straight through, and can kill instantly.

COMMENT



Initially, the first impressions are that it's dull, slow and boorrrinnng. The game doesn't really kick off at any great pace but having said that, it does get better. The graphics are atmospheric, but not overly impressive, and look real sparkle. The tunes are pretty good however and sound like an easy tune should sound. If there are any impatient gamers out there who have the attention span of a Goldfish and are considering this, be warned: it takes time to really get into it. More time than you may usually expect. There are lots of levels to explore, and a novel idea is that you don't have to take the same route every time, as some stages have multiple paths for you to take. But, looking at the whole thing it's a good buy for the price, but may not appeal to everyone.

FIZ

COMMENT

I'm really into Ooze, and it's sedate pace doesn't bother me as much as the sprightly Steve. Originally, as Brit Megadrive owners were to miss out on this, but luckily we now have the game and at extremely reasonable price. Gameplay-wise, this is more original than most of the full-price platform fare going about, and has the advantage of being rather vast. The real attraction comes from the strange sensation of controlling an amorphous lump rather than a single character. The game's hazards turn this to good effect, with lumps of slicing bits off you, drains sucking you up, and fan blades nibbling away at your edges. It's great fun grotesquely absorbing the left-over splat of your foes to make you stronger. Graphics could be better, sound is weak, but this is one of the stronger Megadrive titles of 1995.

GUS

GRAPHICS **77**

... graphics are ... of variety, but ... colourful imagination ... and there make the ... look.

ANIMATION **70**

... enemy sludges ... and like the ... main ... impressive when it comes ...

MUSIC **84**

... are ... good, and ... game style.

EFFECTS **71**

... few ... jumps, and ... bloopy, slimy ...

PLAYABILITY **78**

... the ooze ... doesn't ... up quick ... to keep the player ...

LASTABILITY **79**

... are lots of ... to work your ... have you got the patience?

OVERALL

... possibility of being ... game, but has ... not as a few important ... but good for the price.

79

KEYBOARDING FOR JUST

£79.99

Go on live dangerously

Jump on a Casio board and start making your own music. With the CTK-50, for less than 80 notes you get a full size board with 49 keys – count them.

With 100 built-in sounds from Piano to Synth-Bass and 100 different backing rhythms including Techno, Funk and Rock you might surprise yourself and take the first steps to that hundred grand recording deal.

If not, no matter, your guaranteed a load of fun just trying.

Why listen to great music when you can make it yourself with Casio the key to a great board.

Available from Dixons, all good music stores or you can order by telephone (Credit Card Orders Only) to be delivered to your home by calling Dixons Direct on 0500 501 050.

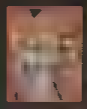
CASIO

GILIUS, COME ON DOWN

Is Blade a minger? Or is Gilius the dodgy dangly bits? Here is a Mean Machines opinionative run down, showing speed, strength, range of moves and their special move quality.

BLADE

Speed ★★★
Strength ★★★
Moves ★★★
Special ★★★★



FLARE

Speed ★★★★
Strength ★★
Moves ★★★★
Special ★★★

GILIUS

Speed ★★
Strength ★★★★
Moves ★★★★
Special ★★

ZOMA

Speed ★
Strength ★★★
Moves ★★★
Special ★★★★

JA

Spe
Str
Mov
Spe

BY 'ECK IT'S MAGIC

The magic-carrying dwarves from the original have been included into this game and still serve a similar purpose. Give them a kick in the head, and they drop a couple of potion vases. Each of the 5 elements have their own collected power. Up will appear on the bottom left, and by pressing X, Y, and Z, you'll be able to release the special power that each character has and awesome move, and it can only be done when the magic is in use.

DEATH ADDER

Speed ★
Strength ★★★★★
Moves ★★★
Special ★★★★

GREEN

Speed ★
Strength ★★★★
Moves ★★
Special ★★★

AHM

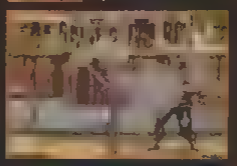
Speed ★★★★
Strength ★★
Moves ★★★
Special ★★★★

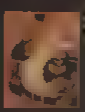
DOC

Speed ★★★★
Strength ★★★
Moves ★★★★★
Special ★★★★

KEEL

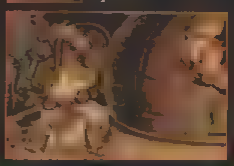
Speed ★★★★
Strength ★★★
Moves ★★★★
Special ★★★★★

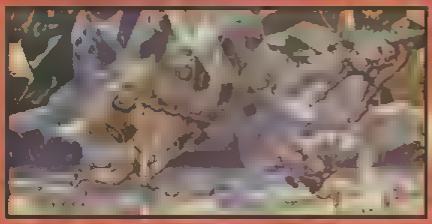




PANCHOS

Speed ★★
Strength ★★★★
Moves ★
Special ★★★★





COLOUR ME BAD

The game's appeal extends as much from the graphics as much as anything else. Each stage features bold, well defined backdrops, relating to the characters background. For instance, the street people on Gilius' stage all have big long beards or Viking type hats, even the little kids!

SCALEY SHENANIGANS

Instead of featuring the standard one screen - don't you be going too far now - playing area, Golden Axe makes use of the scaling abilities of the Saturn and closes in Virtua Fighter style. If the fighters seem to be a bit of close combat, then the characters a bit closer and further away if you move away in an attempt to get some respect, then the game pans outwards, making everything just that little bit smaller.

COMMENT

STEVE

COMMENT

GUS

⚠ Fantastically coloured sprites and backdrops. Lots of detail on all of the characters.

⚠ The fighters moves and special attacks have multiple frames, which are smoothly linked together.

⚠ The tunes fit each of the stages well, and the opening song is very atmospheric.

⚠ Lots of grunts and groans accompany moves.
What they all sound like pigs.

⚠ Unleashing a special move on your opponent is most satisfying.
⚠ The player seats won't last as long.

⚠ Two player mode has long term appeal.
▽ Bosa the special moves have been mastered, Internet waves.

OVERALL

Not quite as appealing as Virtua, but if you fancied it for your Christmas stocking, you wouldn't be disappointed.

85

Into the next millennium

what's coming your way in the world of PC hardware?...

...the visionaries and the doomsters have their say in the next issue of PC Review, the best home PC magazine.

On sale 15 November.

ON CD: 31 programs including playable demos of Alf Network, Hexen, Wing Commander IV, Alien Odyssey, Baryion, and Threat. PLUS Apollo 13 — what really happened on the ill-fated mission? PLUS four fantastic utility demos, including Picture Publisher 5.0.

PC REVIEW

*RRP as at 1.11.95. Subject to change.

BY

RELEASE

PRICE
TBA

GAME TYPE

1
PLAYERS

24
MEG

BREAK DOWN

ORIGIN

GAME AIM

BEAT THIS

GARF

CAUGHT I

Some cartoonist Jim Davis dreamed up a [illegible] like with never the same. The lasagne-loving toothpaste we have come to know and love as Garfield now appears in over 1200 newspapers around the world. Garfield television cartoon, Toobins [illegible] are already a way of life for many - a game was perhaps inevitable.

This platformer opens [illegible] and Odie's evening viewing interrupted by an explo[illegible] their television set. Feeling predation from his owner, Jonny, Garfield endeavours to search up the [illegible] sheet of the remaining bits. Predictably, something goes [illegible]

[illegible] of the film genres still buzzing around inside the set. [illegible] the game promises cutesy animation, fiendish puzzles [illegible] Andrexcellently so [illegible]

TELEVISION TROUBLE

[illegible] Jonny, Garfield can and of themselves and the [illegible] [illegible] the [illegible] [illegible] [illegible]

FIELD

IN THE ACT

CAVE CAT

FURRY FORESTRY

COMMENT

Garfield – hardly an animal dedicated to physical pursuits of any kind – was perhaps not the obvious choice to star in an overgrown platformer. Still, at least he doesn't seem to have imposing two dimensionality restrictions to limit us such level. Instead, the deceptively uncomplicated design of much of this game would suggest more of a dash from one side of the screen to the other, rather than the convoluting experiences I enjoy in games of this type. Despite this game's impressive size, it really is rather dazed by standard platformer standards, and the presence of a seemingly unconnected cartoon doesn't help.

COMMENT

Why? That's the only thing I can really say about this sorry platformer. Even though it does contain some nice little graphical touches, like him being eaten by the TV (if only), and doing dumps when you leave him standing still (which will probably be all of the time), Garfield is one of the worst games I have ever had the misfortune to play. It gets too frustrating too quickly, and there are not enough clues about what you're supposed to be doing. It's slow, dull, and not much goes on at the best of times. In short, it's about as exciting as a constipated dormouse stood at a bowel specialist convention. Avoid it at all costs.

WAVE

GRAPHICS	69
ANIMATION	67
SOUND	65
PLAYABILITY	70
LASTABILITY	39
ADDICTION	66

OVERALL

67

67 IMAGINEER

RELEASED: OUT NOW

PRICED: IMPORT (£65)

GENRE: SPORT

SOLAR POWER

1-2 PLAYERS

OPTIONS

CONTROL JOYPAD

GAME DIFFICULTY VARIABLE

CONTINUES: NONE

SKILL LEVELS: 1

RESPONSIVENESS: GOOD

The second in the 'virtual' range of sports sims from the people who brought you Saturn Volleyball.

Rush a ball over a net and wait for your opponent to bash it back etc. Tennis, really.

WIN STRAIGHT SETS.

...rly appear for the Megadrive.

TRAINING

Virtual Open Tennis offers three training modes, which you access away from the unforgiving gaze of the roaring crowd. You're given encouragement, or a slapped wrist, depending on how well you play. In one mode, however, you're rather confusing offered "What a pity" for accurately returning the ball!

...perfect game is encouraged by decreasing ...ugly cushiony comp...

Serve training simply sees you lob as many balls as you can over the net. This is an essential starting point in order to get the feel of the game's technique.

...it the fun bit – ...iming your return shots to smash the thing ...back.

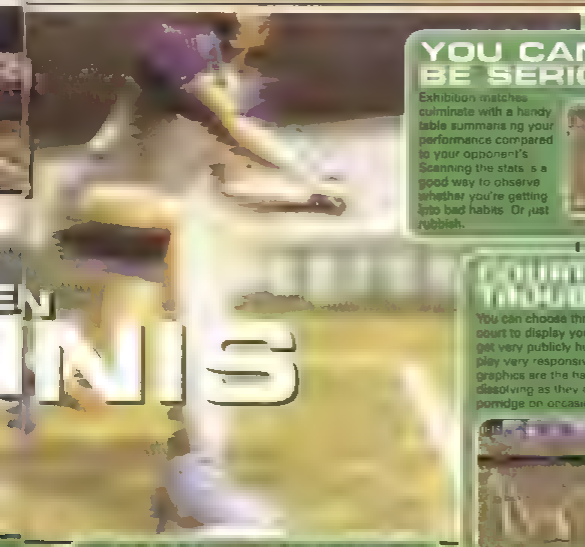
Smash training sees you up against a highly manoeuvrable little gadget which darts around the other end of the court, spitting balls at you.

...A ...ophisticated version of Tin Can Alley. Without the smart gun.

The Can Game training session hones your accuracy. You have to knock over the tin cans at the other side of the court using a variety of different shots.

ANYONE FOR TENNIS?

If you're up to the visual confusion, doubles matches are good fun. 1 or 2 player combinations can battle each other or the machine. Even if your tennis is crap, the ensuing bundles can be quite amusing.



YOU CANNOT BE SERIOUS

Exhibition matches culminate with a handy table summarising your performance compared to your opponent's. Scanning the stats is a good way to observe whether you're getting into bad habits. Or just rubbish.

COURTING TROUBLE

You can choose three different types of court to display your prowess upon. Or get very publicly humiliated. While all play very responsively the grass court graphics are the hardest on the eye, dissolving as they do into green porridge on occasions.

CHAMPIONSHIPS

For more longevity, go for championship mode and marvel at the improved decor as you go from the surface of the moon into the Birmingham NEC. Although the NEC looks prettier, the moon's got more atmosphere.

COMMENT

STEVE

This is one damn fine tennis game. Animation is quite impressive, with the players executing the vast array of shots available with quite realistic movements. And once the spins and lobs have been mastered you'll find that it becomes a lot more addictive with good rallies becoming ever more frequent. But the stadium and crowd backdrops are poor, with the crowd in particular looking like cardboard cut outs. The sound is also a bit dodgy, but if you concentrate on the gameplay you don't really notice it. Having said that, these are all minor gripes, and the biggest problem comes when you switch ends. Trying to play from the far end of the court is like catching a fly with chopsticks. You'll get aced almost every time at first, and that prevents this from scoring a higher mark.

COMMENT

MARCUS

Having endured the dismal Virtual Volleyball, the thought of another sports sim from Imagineer's 'Virtual' range filled me with nothing but dread. I needn't have worried. Virtual Open Tennis is a little ragged round the edges, but features some carefully constructed and well thought out gameplay. The whole affair has a truly 'interactive' feel that fools you into thinking you really are in control of your player. In reality, the game ensures it's not that difficult to miss an incoming ball and that dives and leaps are fairly automatic. What you're left with are the most exciting aspects of tennis (strategic ball play) without the boring technique. The only real downer is the difficulty in judging perspective and distance when you're playing at the far end of the court. We discovered that two player games are most likely to be won by whoever's playing at the near end. That aside, this does the job in some style.

▼ Backgrounds can tend to appear wobbly and 'disconnected' at times. The grass court is especially uneasy on the eye.

▲ Fluid and varied – players diving for the ball are especially impressive.

▼ Supersonic smarmk gives way to whining heavy-metal. Dreadful.

▲ Racquet sounds, ball volleys and base samples are all superb.

▲ Accessible on several different levels of expertise.
▼ Largely dependent on which side of the court you're playing on.

▲ The better you get, the more you want to play. An accomplished and compelling game.

Playable in all the right places. An addictive, if flawed, sim.

82

GARF

CAUGHT IN

Garfield's life consists of ostensibly four activities. Little else bar the [illegible] of sleep, lasagne and Odie [illegible] the big-boned pussy. Scaling trees, [illegible] ravines and surfing water jets don't figure too heavily.

[illegible] Game Gear has been [illegible] such pitfalls [illegible] platform [illegible] his rather tired old genre. [illegible] the Game Gear version of Garfield [illegible] name [illegible] former. [illegible] good [illegible] which [illegible] buzzlines [illegible] the useful [illegible] the addition of Garfield into the mix make a difference? And more importantly, does the extra 4 megs of memory herald a new era for Game Gear gaming?

PAWS FOR THOUGHT

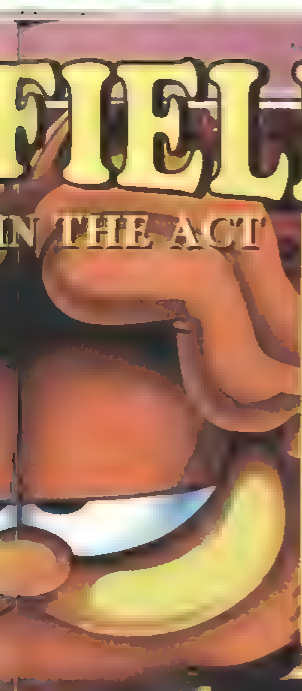
Although the scenario structures have been rethought for the Game Gear, nearly everything else is fundamentally unchanged from the Megadrive version. It's claws at dawn as Garfield battles Odie through caverns underneath a travelling circus, a 1930s gangster movie, a dinosaur epic and a dank jungle

KATTOMEAT

Numerous rapscallions and [illegible] nerdowells come between you and the television set components that hover invitingly at the end of each level. Some of these, like the coconut-slinging monkey and swooping vultures, are familiar from the Megadrive version. Others, like the hugely mutated Odie and your docile owner John you should instinctively want to nobble anyway. To defend yourself, collect as many coconuts from trees as possible your armoury is strictly limited.

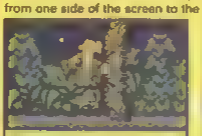
FIELD

IN THE ACT

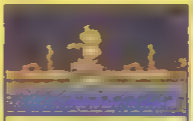


GO GO GO CAT!

Although 8 put of 10 cats might prefer to stay asleep, and Garfield certainly numbers amongst them, this time round our little fat buddie seems to be auditioning for The Krypton Factor. Only when his energy points get very low does he start to pant and adopt the familiar slouch. In the meantime, he finds numerous ways to get from one side of the screen to the other.

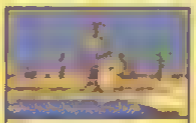


Stunned Venus Fly Traps make handy trampolines for jumping onto high branches in the forest.



Force yourself to suppress your appetite and jump on the back of a handy fish for a stress-free river crossing.

These prehistoric elevators are handy for airborne journeys, but watch out for preying vultures – it's a long way down.



It's difficult to knock yourself out of the game by falling down canyons. These helpful butterflies are on hand to lift you to safety.

The random appearance of this game is quite a shock too.

COMMENT

STEVE

COMMENT

MARCUS

OVERALL

Impressive graphics – energised game. Looks better than it plays, in other words.

81

GAME

RELEASE
NOVEMBER

PRICE
£44.99

SHOOT 'EM UP

PLAYERS
1-2

CONTROL
JOYPAD

GAME DIFFICULTY
NORMAL

CONTINUE PASSWORD

SKILL LEVELS
1

RESPONSIVENESS
OKAY

Crystal Dynamics rewrites their stellar off-road shoot 'em up for the future.

Cross five planetary terrains, destroying the renegade vehicles and picking up e-pickups.

7TH (TRACK 1, NORMAL SETTING)

They say the early bird gets the worm, and Crystal Dynamics obviously apply this proverb to video game development. The large American firm of coders were first off the blocks with games for the 3DO machine, and now appear early on the Saturn third-party scene with tweaked versions of their established titles.

OFF WORLD INTERCEPTOR EXTREME

Th[illegible] argue that they [illegible] of previous [illegible] development making [illegible] that genera[illegible] 32-bit developer. Off World interceptor do[illegible] to jet the extreme[illegible] a very 32-bit title. It positively [illegible] with textured scaling, [illegible] and ramp-ex sprite manipulation. It's [illegible] as frenetic as moon buggy games can get, and it has a [illegible] plot centering on space chimps [illegible] heavily armoured vehicles (from which the [illegible] use of [illegible]

PERPETUAL MOTION

[illegible] passing [illegible] course, with a timed finishing point. You have to stay on the go almost constantly to make the strict time limits, as the other runner crash and remain slow you significantly. Despite this more skilful players will [illegible] keep an eye on the radar to pick the best possible route for bonuses.

TROLLEY DASH

Few games offer such rich bounty as Off World. Each course is filled with glowing pick-ups that supplement your cash, weapons, defence and special items. These frequently lie thickly or in long chains. The planet's defence will, of course, try to delay and destroy you.

This powers up your...oh go on, guess.

Grab a spanner to repair your buggy.

WORLD
RCEPTOR
REME

WHAT THE HECKLER

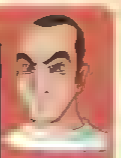
Off World Interceptor (Extreme) offers a choice between three game modes. Arcade is a points game, with freedom to select the terrain of your choice from various planets. Battle is a split-screen mode for dual play, and the Story game is fronted by a [illegible]-sci-fi movie. Added to this are two 'gamers' in silhouette, taking the p*ss out of the bad acting and excruciating dialogue.

Time to get rooted up as the competing players select their weaponry and missiles.

GRAPHICS

Not being blessed with eight fingers on each hand, I initially found Off World Interceptor a bit of a challenge – there really is a little bit too much to tackle to get the most from the game, and the option to flick a couple of functions to 'automatic mode' wouldn't have gone amiss. Once you've got to grips with this there is some fun to be had, however. Developing different tactics to out-manoeuvre your opponent provides one of the game's most appealing features. The most enduring aspect of the whole thing, however, is the truly bizarre B-movie intro sequence, seemingly popularised by a wooden bunch of LA soap opera rejects.

SOUND



Initially Off World comes across as over-eager nonsense. There is so much going on, the gameplay seems chaotic and uncontrollable. But once the rollicking scrolling and complicated controls are fathomed, there is some fun to be had. Chasing points is not as much fun as tackling the story mode and chasing specific bosses, but either way the process of customising vehicles and weapons gives the game some sort of focus. Graphically and sonically it is bold, even if the terrains tend to bore after a while. Part shooter, part driving game, it excels in neither respect, but Off World is fun all the same.

DIGITAL

Incredibly, every available button has a function, making Off World one of the heaviest duty games on the old fingers. Finding a comfortable playing position to cover the most important buttons is a trial, even with the five function layouts. These cover:

A:MISSILES
B:ACCELERATOR
C:MINES
X:NITRO [illegible]
Y:AIR STRIKE (SMART BOMB)
Z:TOGGLE VIEW
L:JUMP

GRAPHICS

86

▲ Excellent explosions and vibrant effects.
▼ The backgrounds are rather bland and repetitive.

SOUND

75

▲ Extremely fast scrolling.
▼ The amount of movement is confusing to a degree.

LASTABILITY

82

▲ Great music for almost all of the planets. Adds an edge to the game.

PLAYABILITY

81

▲ Exceptionally clear speech and effects of a high standard.

VALUE

78

▲ Boisterous action with levels going on.
▼ Complex controls: simplistic action.

OVERALL

70

▲ The conclusion gives way to a fair level of interest.
▼ The gameplay stays much the same, the locations alone change.

A bizarre blend of a game. Plenty of sound and tinny, but only limited appeal.

74

TIME WARNER

OUT NOW

£44.99

RACING

SCREAM DOWN

1-2 PLAYERS

CONTROL JOYPAD

GAME DIFFICULTY MEDIUM

CONTINUES RAM SAVE

RESPONSIVENESS NEAT

Time Warner extravagantly brandies the ideals behind [illegible]

Drive five different cars across ten tracks — ultimately a Grand Prix challenge.

UPGRADE TO COUPE

Sega Rejoice. Few Saturn projects have aroused as much curiosity and doubt as Time Warner's handling of Virtua Racing. It seemed a strange license for Sega to pass off, considering the affection the coin-op commands. But with their own heavy driving game schedule, there now seems more sense to it.

What Time Warner (apparently with some Sega development assistance) have done is expand greatly on the three track original. There are three times as many tracks and five different cars as well as a dual-player and massive grand prix option that encompasses just about all these features in a save-as-you-go epic racing struggle. The replay option is also something special. The five-minute cockpit thrill has changed almost beyond recognition.

VR

Racing

RECORD BREAKER

...ding TV cam view. Also, you can ...the track, not just your own

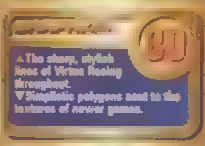
I'LL GET BY THRU

COMMENT

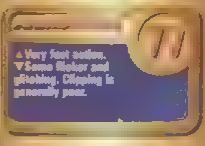
Virtua Racing. Oh me head! It's probably the most sophisticated Saturn racer around – the 'previous' guided tours of the various tracks are accompanied by a sultry narration which seems a long way from Sega Rally's over-excited barkings. On the other hand, Virtua Racing is initially quite off-putting, simply because it lets no privileges. Prepare yourself for a trip through Legoland – true to the arcade version this may be, but what are people who've never played the arcade version going to think? On the plus side, there's a lot of game here and your car handles like a dream. Nevertheless, I'm saving my pennies for Rally.

COMMENT

VR's main headings in the stunning competition Racing up against it — Daytona and Sega Rally are awesome developments. But Virtua Warrior have been wise to create a true arcade conversion. There is incredible depth to Virtua Racing that more than makes up for its slightly tatty appearance. Most of the new courses are just as playable as the originals — I would say Metropolis and Dinkie's Canyon are better, and playing through the Grand Prix option offers excellent long-term playability. The two-player mode also works extremely well. The handling and responses is quite different to the original – it's waaaaay easier to steer. This may annoy some purists, but in my opinion it makes it bloody fast and bloody good fun. The benefit of the simple visuals is excellent speed and agility. Try out VR yourself. If you like the feel of a single race, there's one hell of a game there for you.

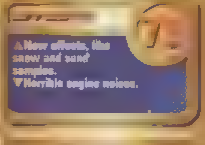


▲ The shiny, stylish lines of Virtua Racing throughout.
▼ Simplistic polygons next to the textures of newer games.



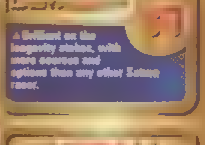
▲ Very fast action.
▼ Some flicker and glitching. Clipping is generally poor.

▲ Excellent CD remixes of the arcade-perfect music, with lots of new versions.
▼ No extended tracks to listen to.

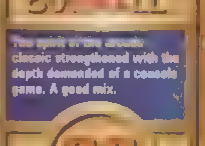


▲ New effects, like snow and sand samples.
▼ Horrible engine noises.

▲ ... and how good reaction from the field of 16 cars.
▼ A different feel to all other VR games.



▲ Brilliant as the ... racing action, with more courses and options than any other Saturn racer.



▲ The spirit of the arcade classic strengthened with the depth demanded of a console game. A good mix.

RELEASE: .....NOVEMBER
PLAYERS:.....1
BY: .....VIACOM NEW MEDIA

MEG:.....16
PRICE:.....£50.99
GAME TYPE:.....PLATFORM

GRAPHICS 64
The backdrops are dull and colourless.

SFFECTS 63
Screams sound like voice samples.

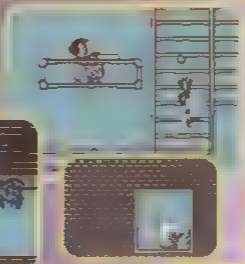
ANIMATION 62
Each character seems to have about 2 frames, if your lucky.

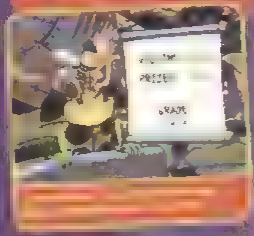
PLAYABILITY 58
[illegible] easily

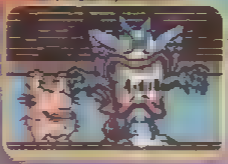
MUSIC 70
Some tunes are quite effective and not too repetitive.

LASTABILITY 59
You'll get more life from an ice cube in an oven.

OVERALL 61
Aaaaaaarrrrrgggggghhhhhhh!!!







COMMENT

MARCUS

minds was this, I wonder? Aaarrh Real Monsters is so [illegible] difficult not to like it. Any

COMMENT

STEVE

Aaaah! Why me? Sorry, Ian reviewing a game like this! The potential for a good [illegible] the characters, although funny [illegible] things and that's [illegible] you have to have those all on one tiny platform to perform a freak up. And why aren't there any really blood curdling screams? Aaaah! Take it away!

THE ADVERTISING STANDARDS AUTHORITY 2 TORRINGTON PLACE LONDON WC1E 7HW

Visions
Games and Consoles Stock Exchange
Buy Sell Swap or Part Exchange
★ PLAYSTATION ★ SATURN ★ 3DO ★ CD ★ JAGUAR ★ 32X ★
Mega CD ★ Megadrive ★ SNES ★ NeoGeo CD
★ Playstation & Saturn Game Rental only £1.00 per day
★ Large numbers of new and second hand games in stock plus import...
★ Saturn Converters only £24.99
Ring our Tel/Fax Games Hotline (7 days) for details
Visions 28 King Lane Leeds LS17 7BA

NEW GENERATION CONSOLES
3 The Parade, Stonegate Road, Leeds LS6 4HZ
ring
PLAYSTATION GAMES
PLAYSTATION GAMES
LIMITED SPECIAL OFFERS
ALL US PLAYSTATION GAMES NOW IN STOCK BEST DEALS ON PART EXCH...
ORDER EARLY FOR CHRISTMAS DELIVERY
VIRTUAL BOY IN STOCK
COMING SOON (around Dec 3rd) - ULTRA 64 - RING FOR DETAILS!

IT'S BIGGER, THICKER, AND HARDER THAN HIM!
COMPUTER AND VIDEO GAMES
ISSUE 169 OUT NOW

THE ADVENTURES OF BATMAN & ROBIN

While the adventures of the Dark Knight have been getting progressively outlandish on the big screen, Warner Brothers have restyled the dynamic duo for some of the most stylish cartoon adventures of recent years. Perhaps the most surprising thing about our square-jawed heroes' Mega CD debut is that they barely feature in the gameplay at all. They're only seen in sequences lifted from the cartoon series that intersperse various levels of driving and flying action. Those sequences stitch together a threadbare vest of a plot which sees the caped crusader in combat with the usual bunch of criminally-minded loonies.

The Batmobile's weaponry [illegible] your driving [illegible] defence as you [illegible] dangerous [illegible] mine shafts, virtually reality + [illegible] streets of Gotham City.

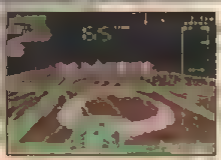
RELEASE: ..... DECEMBER
PLAYERS: 1
BY: ..... SEGA

MEG: ..... CD
PRICE: ..... TBA
GAME TYPE: ..... DRIVING

GRAPHICS 65	Occasionally surprising, but usually just repetitive.
ANIMATION 61	The giant spitting Riddler head is fun.
MUSIC 60	By someone called Poindexter Wigglebottom. Seriously.
OVERALL 54	You'd be asking very little of your driving games to enjoy this.
EFFECTS 50	Okay spot-effects though.
PLAYABILITY 55	Repetitive scenarios and responses make this difficult to like.
LASTABILITY 40	Narrow gameplay. Limited lasting appeal.

Episode 1: The batmobile in horrific pumpkin-avoidance mode

Episode 2: The virtual batmobile in horrific Noughts and Crosses avoidance mode.



COMMENT

Mega-CD owners who bought Batman Forever will know exactly where the idea for this originated from: this is basically a deluxe version of the driving sections. I have to say it looks aged and well poor. Not to mention dull in the gameplay department. With the amount of lives on offer you can rollock through most of the levels in not too many sittings. Poor.

GUS

Gus made the point that this actually looks quite impressive when viewed from the other side of the room. Unfortunately, as he also pointed out, people don't play games from a similar position. It's difficult to know where to start listing this game's faults - the fact that the gameplay hardly varies across the occasionally entertaining selection of backdrops is probably the biggest crime, although the absence of our heroes outside non-interactive clips is another. Next time Batman offers to take you out for a Sunday afternoon spin, tell him you're washing your hair.

MYST

RELEASE: .....OUT NOW
PLAYERS: 1
BY: .....SUNSOFT

MEG: .....MEGA CD
PRICE: .....TBA
GAME TYPE: ...ADVENTURE

There can be no greater sorrow than witnessing the deceit of your own children. Not only do you provide them with all the necessities of life, but you create worlds for their amusement, give them power and responsibility, even show them The Gift. You leave them to care for the other people in your magical lands, secure in the knowledge they will act by your kind example.

But in your absence there a senseless vandalism and destruction. You imprison them, but become entrapped yourself. Now a stranger stumbles across your worlds and your son. Both claim their innocence. But which is the truth?

GRAPHICS 66

The screen resolution is low, and colours limited.

EFFECTS 87

Excellent, and actually involved in the gameplay.

ANIMATION 40

Very little, and no real scrolling.

PLAYABILITY 91

No reflex-related action, but high quality plot and puzzles.

MUSIC 88

Great incidental tracks create the atmosphere.

LASTABILITY 77

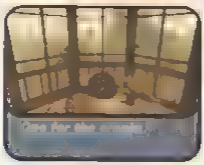
It may take longer to complete this version as things are so unclear!

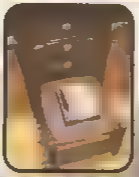
OVERALL 79

A good game for any machine, but tempered by the less than inspiring visuals.

WORD WISDOM

From the island of Myst you discover the other worlds, reached [illegible] books. These [illegible] hatched a series of [illegible]. The essence of this puzzle game is to uncover the puzzles themselves, then solve them.





VIDEO BOOK

Myst is a series of rendered scenes which form a map. Sometimes you will find moving scenes; video [illegible] graphics. [illegible] other characters, there are things to learn and communicate

BE PATIENT

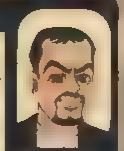
Turn to the tips section for the first part of our Saturn guide to Myst. You'll find the tips just as useful, and it will give you a better idea of the game.

COMMENT

GUS

I have a great affection for Myst, which means I recommend it to the average game-starved Mega-CD owner. But the conversion from PC/Saturn has suffered in the graphics department. The beautiful renders that really pulled you into the world of Myst are now fuzzy, washed-out shadows of their former selves. However, the puzzles are just as involving, and the game as rewarding.

COMMENT



MARCUS

My ideas on Myst voiced before are the same here. I still think it's a dated game, but this has less weight in my opinion because this isn't the Saturn we're talking about. The graphics are nowhere near as attractive, and as such, the main part of the game's appeal is lost

NBA JAM TOURNAMENT EDITION

MEGA GAME

RELEASE	DECEMBER
PLAYERS	1-4
BY	DOMARK
FORMAT	SATURN CD
PRICE	£49.99
GAME TYPE	SPORTS

GRAPHICS 92
Fantastic player faces, scaling and court backdrop.

SOUND 91
Speech and floor squeeks are awesome.

PLAYABILITY 93
Players could be better, but are still good.

LASTABILITY 90
Easy to get into, hard to put down.

VALUE 86
Not really any ground-breaking items.

DIFFICULTY 91
Lots of matches, and secrets too.

OVERALL 90
The pick of NBA games. A worthy addition to your collection.

"Is it me, or does the remainder after a particularly exotic jam. Well it's either that or the fact that the backboards are 7-foot tall, with arms dangle down to their ankles and huge hands.

And you know what they say about people with big hands: they were big gamers. But the familiar commentator sounds are only more evil thing - NBA Jam is back, and this time the players gets the helping.

This version, the Tournament Edition, features double the amount of features from the original, as well as the usual quota of secret players, entertainment dunks and [illegible] the players move alarmingly faster than to any other [illegible] scaling is here too, so that when the players run nearer to the line they expand or shrink, depending on which way you go. The faces on the players have all been added, enabling real NBA stars to be recognised easily. Also, when you [illegible] you can expect to see a super team. Can you defeat the so-called Jam masters?

FMV IS BACK!

[illegible] over some classic [illegible] from the most [illegible] NBA seasons. [illegible] Video is [illegible]

COMMENT

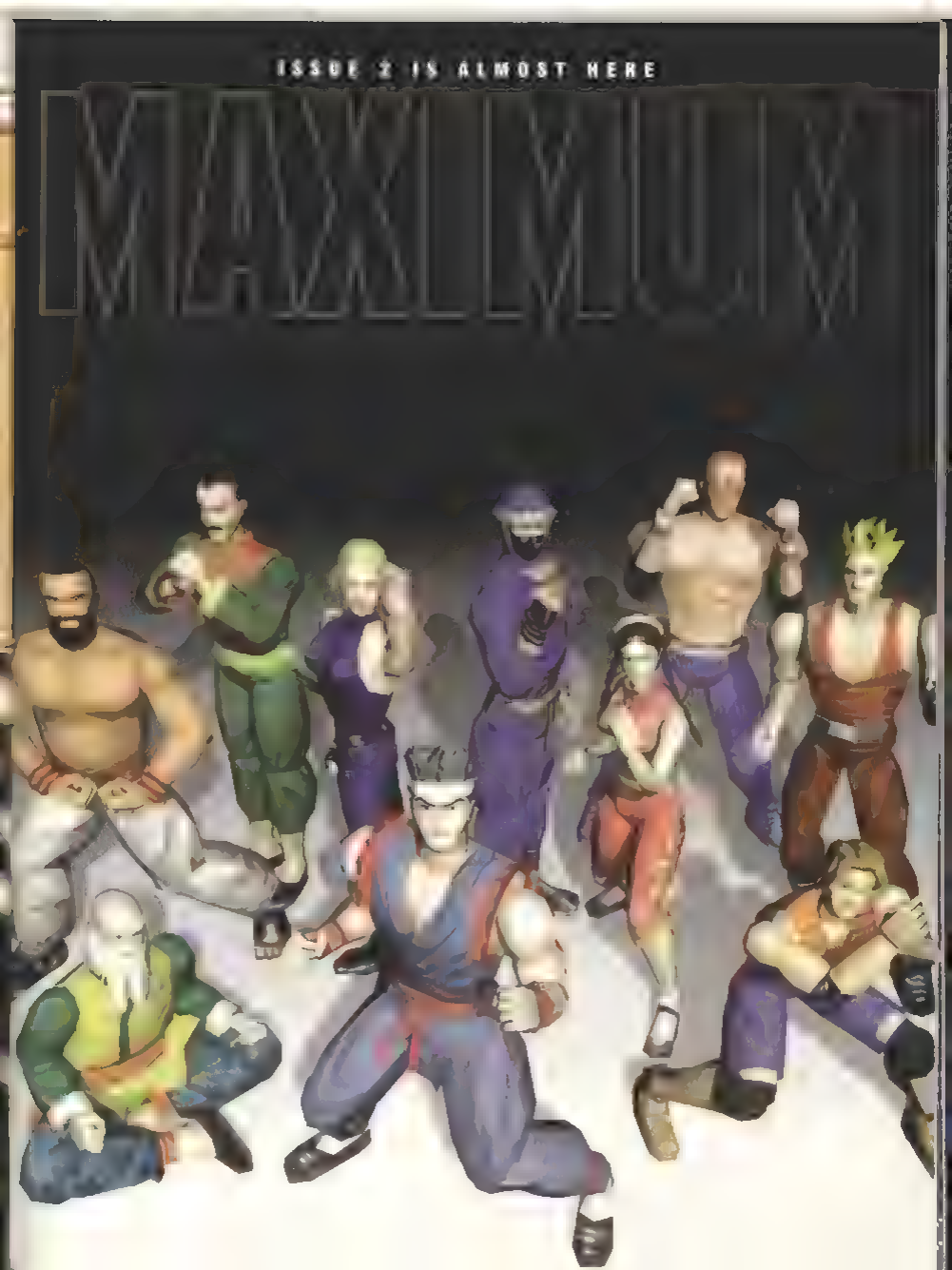
I agree with Steve that this is a good game, but I am not so sure that it is a sure fire hit. The game has been around for a while now, and with the far more inventive games like Sega Rally and Virtua Fighter 2 due to arrive around the same time, I can see more people going for those rather than this. It's still one of the better conversions though, and if you missed out on the Megadrive outing, this comes highly recommended.

COMMENT

The original NBA game on the Megadrive was one of the most eagerly awaited arcade conversions in recent times, and a deserved hit. Sequels and conversions come and go on most formats, but in my humble opinion, this is one of the best you're likely to get. The game is fast and amazingly addictive. Secrets and hidden people can only enhance the already winning formula. If I had to have a gripe, it would be that the Saturn control pad was a bit awkward for this, but given time even that's forgotten.

ISSUE 2 IS ALMOST HERE

MAXIMUM



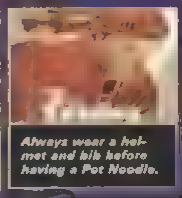
SEGA SATURN OUT NOW

Or, Why Do They Do This? The page no one really wants to read. So, Eamonn, why do we produce a regular Out Now section? Well, it's quick and easy to write, takes hardly any time to design, and most importantly, let's you the reader see what pile of old cobblers Sega is shoving out before Virtua Fighter 2, Sega Rally and Virtua Cop. Only joking there, it's really to show you what pile of old cobblers Sega AND their third party pals are churning out. Chocks away...

NHL HOCKEY
£50
SPORTS
1-12 PLAYERS

Somewhat confusingly, there should be two NHL games out for the Saturn within the next few months, but Sega have stolen a march with their game on EA's NHL '96. The first American contender to the Sega Sports label makes a considerably better showing than Victory Goal, which suffered from a

It's the sport with the sexiest gear. Phwoooar!



Always wear a helmet and bib before having a Pot Noodle.

...comparison, the graphical effect on the whole is superb.

...trols, which are less instinctive than most hockey games, and the nigh...

...selections from your coach, make this a page-...ge added to hockey fans and sports game ...ficionadoes.

OVERALL 81

Not immediately gripping in the gameplay department, but a well-constructed sports simulation.

MANSION OF HIDDEN SOULS
SEGA
£39.99
BEAT 'EM UP
1 PLAYER

Myst aside, the Saturn hasn't yet attracted the in-depth adventures that appeal to a wide audience of older owners. In Japan, there has been no end of detective and mystery games (Kyrandia, Detective, Dracula Detective and Yumemi Mansion. These are usually unsuitable import buys because of the Japanese text.

Sega have created Mansion of Hidden Souls out of Yumemi Mansion. In many ways it's a sequel to the Mega-CD game, Mansion of Hidden Souls, but with more locations, naturally more puzzles and better graphics.

look a bit dated.

tions (within certain confines), examining objects and using them. The interface is extremely simple and there is no arcade element of any kind.

One final deterrent is the lack of lasting interest. It shouldn't take an intelligent individual (and Saturn owners generally are) more than a couple of days to polish it off, which makes it an expensive little adventure.

OVERALL

Admirable technical precision, but the gameplay would be best suited for rent

MK2
ACCLAIM
£44.99
BEAT 'EM UP
1-2 PLAYER

Mortal Kombat pulled this one out of the bag with little advance publicity, just when everyone thought they'd be counting down to Tekken. Turn out on the Saturn port prior to ST. Why not get in there first with a perfect version of last year's most...ater hit?

Why indeed not? For one thing, MK2 is not dissimilar in the same vein as Streetfighter: The Movie. Plus, the side-scrolling beat 'em

...does not really been exploited to ...

for

...ressive, and the attention ...

...ves a fine-tuning of the classic, rather than be amazed by the graphics and sound.

The second is the host of other great Saturn software that demands attention between now and Christmas. Do you really want to put such a substantial sum aside for a game you may already have? Only you can decide, but the conversion is good nonetheless.

OVERALL

The definitive and final nod towards MK2. Will just about fill the five month game until MK3.

CYBER SPEEDWAY
SEGA
£44.99
DRIVING
1-2 PLAYER

With Sega Rally and Daytona USA even Virtu... racing cutting... invisible scrolly... game shapes a... the Saturn Motori... show this christ... mas. Cyber Speedway deserves an orange badge. Reviewed many moons ago as the ... game ever ... Grand Chaser ... the ... ahead of the competition.

more attention.

The feel of the game is also suspect, with it being all too easy to crash, continue, crash continue — little reward for...

close to driving anything, just playing a simple computer game. We thought little enough of Grand Chaser when there was no opposition, but it fairs even worse now.

OVERALL

Hands of the likes of Hi-Octane.

MEAN YOB

Attention imbeciles! You've really descended to the depths of bum-licking now. So, start sending your puny little love letters/pleas for passion to me instead of Claire. It's not funny or romantic in any way, and despite making Claire go red with embarrassment and Lucy green with envy, all it succeeds in doing is giving the rest of the office a good laugh at you prats. Those concerned couldn't find an eligible female in a lonely hearts column for the deaf and blind. If you have any real letters that don't have Brut splashed all over them or S.W.A.L.K. written on the back then send them in to THIS IS NOT A DATING AGENCY, YOB'S MAILBAG, MEAN MACHINES SEGA, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Otherwise send them to Dear Marje, c/o The Daily Mirror.

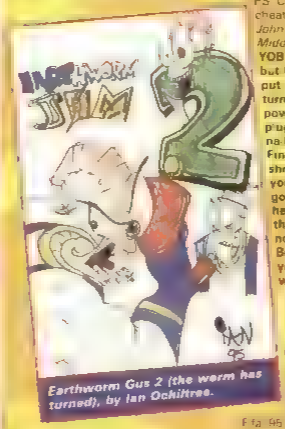
PILES

Dear Yob
I would like to know if the cheats for Beavis and Butt-head, Ranger and Micro Machines 2 would also like to know what new games coming out for the Megadrive. Thank you Sega books are so good! Do you think Beavis and Butt-head are good or not?
PS Can you send back all the cheats and questions please
John Speer, North Harrow, Middlesex
YOB I haven't got any cheats, but here's a tip. Take the game, put it in the Megadrive and turn it on. Then stick the power cable up your arse and plug in. Now sit on a bed of nails, and wiggle about a bit. Finally get a cheese grater and shred the flabby cheeks of your arse. There, now you've got a butt that looks like your head. Sorted. If you didn't try that one then how's about not buying crap games like Beavis and Anusbonce so you don't waste my time with letters like this.

Bugtastic! This one's from Carl Wilson. - A bugging cartoonist!

CRABS

Dear Mr Yob
I have heard that a game featuring myself, sorry myselves, is due to appear on that fantastic machine the Sega Megadrive. Please could you tell me if this is so? I know you cannot see into a reply but I will of course be making a case to get an issue of your fab magazine in the near future for past depending where I am. In addition I would be grateful if you could tell me when it will arrive in your Earth shops.
Thank you
PS Any idea where I could get Quick Attack for the Amiga
Ian Dockrell, Tow Law
YOB I once knew a fool who was so into Doctor Who, that he wore orange and blue stripy shirts, let his hair grow all over the place and insisted on shouting exterminate all the time. But enough about Steve Merritt. You know that page at the end of the mag called Next Month? Well surprise, surprise it tells you when the next issue comes out! Amazing. If you can find the time to read the mag, you may find it most informative. Plab. Oh, and the Doctor Who game got cancelled.



Earthworm Gus 2 (the worm has turned), by Ian Ochiltree.

WARTS

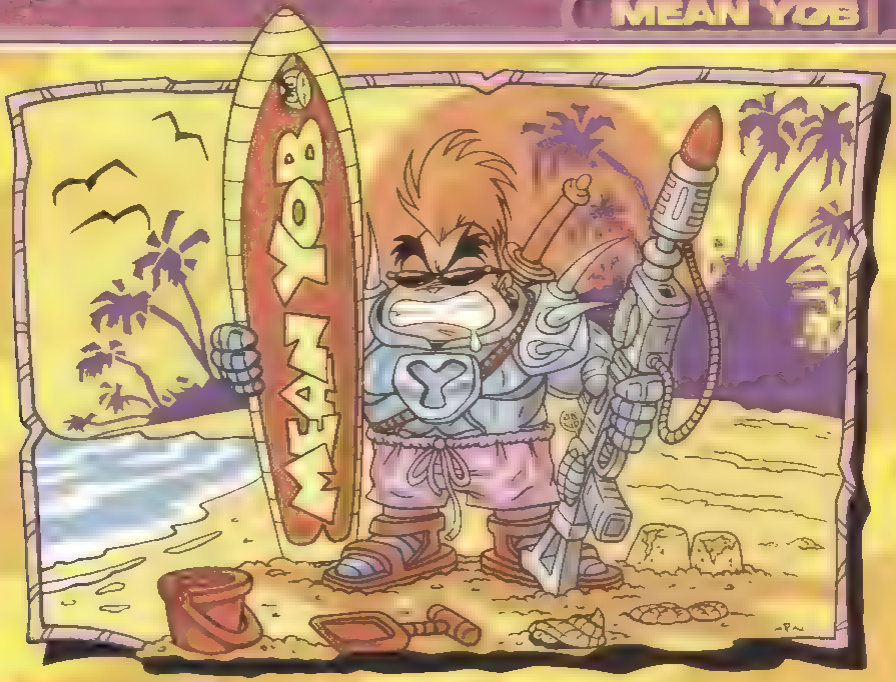
Dear Yob
I'm a regular MEAN MACHINES SEGA reader and I just wanted to ask you if you could print a double page spread of CLAIRE COUGHARD. I know you think she's not that pretty but I think she's way more pretty than Pamela Anderson. I would really love a poster but that is up to you.
PS Is she married
Galvin Amis, Inc. Address, I wonder why,
YOB What kind of a magazine do you think this is?! We are a reputable games magazine but that is obviously not what you're interested in. Claire was deeply flattered until she got to the part about being prettier than plastic Pam, and then suddenly exploded quicker than a silicone implant in a microwave. If this thing has any friends reading, check that his copies of Mean Machines aren't stuck together, then give him a good kicking, pronto.

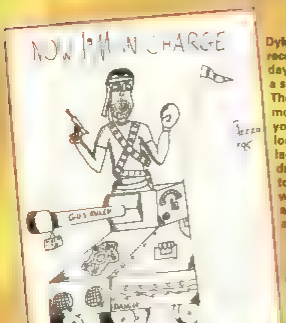
FUNGAL ARMPIT HAIR

Dear Yob
I've been kicking about on Fifa 96 or something on the Megadrive. I also now have upgraded to the Megadrive 2 and I've found that all the players have gone squarey. The player graphics are now square instead of being perfect. If I keep playing this will it sort itself out? Also I would like you to answer my questions.
D Perry, Wallasey, Wirral
YOB I feel like a serious answer for once. It sounds to me as though you've got a duff computer. If it only happens on Fifa, then maybe it's the game and you will have to keep changing the systems when you play, but if it occurs on all of your games then you may have to take the Megadrive 2 back from whence it came.

PUBIC LICE

Dear Yob
Well I see you'll just get straight down to the questions!
1 When are you going to sort out the pillock twins? You know the ones who demand 5 billion pounds each.
2 Did they come round and say sorry?
3 You're so cool! Can you explain this?
4 If I send away my Sega Tel card





Bazza '95 - How did you know?? The accuracy is uncanny!

Dykebar Mental Hospital received a nasty shock the other day when I accidentally dropped a scud missile on it Whoops They'll not be bothering us any more that s for certain As for your other questions, does th s look like Q & A? Send the early lads round and we'll see who s duffing who Anyone with a tough name like early sounds well ard Probably leaks wax and flaps in the wind anyway

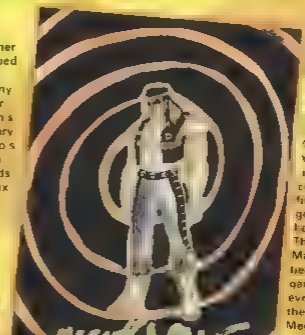
HALITOSIS

Dear Yob

I would just like to say that I think you're the f**kin' t**t come round the house sellotape your fella cha rand make you play R ise of the Robots no stop Sunday

F**k, I would just like to say I do not write this letter to extract the p**e, I just want to ask you a few simple questions s that cack pic ture of the prat ho ding the surf board you? Because I do s, I'm not surpr sed everyone is always writing letters to insult you

Why are you st ll at reviewing Master System games? am the only one cool people who thinks the Mas er System is the



Night Wolf, by ?? We've lost the name of this entry to our exclusive Yob gallery. Any claimants? - I doubt it!

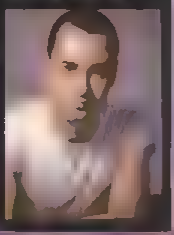
t est thing to happen since the f**kable hog. F nally n the last sentence you said that the f ps nappy was a l ck s t of pants to l k How did you me y ng s n?

Jennifer S. Hinson, A se

YOB More idle threats I'd ke to see the day when a creti like you could even find my house without getting lost in the worm h les you skinny little runt The reason we stopped doing Master System games was because a) Sega don t make games for it any more, and b) everyone else has moved into the 20th century and plays Megadrives and Saturns All of which is obviously far too intellectual for a half-witted brainless idiotic gibbon s arse of a person like you

Q&A

This month, I take time to investigate the phenomenon known as 'luncheon'. Specifically 'free luncheon', or by its academic name, 'soeffee gratis'. Maroon and I are about to go on one, and I must say it's pleasures like that which sustain me through the many dark hours with your rudimentary scripts and sinister requests. Don't talk to me about falling school standards. I have to bear the brunt of it. But where there is despair, we will bring hope, where there is doubt, we will bring surety, and where there are Saturn freebies on offer, you can rest assured I have my order in.



SUNRISEST

Dear Gus

Could you answer my questions?

1. Have some real problems with Myst on the Saturn. As no one else can help me, I suppose you the master who knows everything. Please tell me how I can get to the clocktower on Myst Island?

2. Will there be a Desert Strike game on any of the next generation machines?

3. Is Street Fighter: The Movie on the Saturn any good?

4. When will Virtua Cop be released?

5. Is the Datel converter going to work on my Saturn?

6. Have you played Wipeout yet? Man, what a great game that is. Is the Saturn able to run such games?

7. Is there still single and what does she think about Dumb guys?

Jason

GUS: 1. As it appears, you have met our match with the remarks made to Myst in issue 9. I think there are no plans, but I'll check next Thunderhawk 2 review. 3. No, Golden Axe: The Duel is the best side-scrolling beat 'em up as yet. 4. Late November in Japan, and soon after here. 5. Shouldn't think so. 6. More than capable. 7. Claire is, also romantically entwined with a teddy bear called Hamley and Saturn mag. However, she does get turned on by men wearing clogs.

TRAINERS

Dear Gus

I think your mag is great and I read it every month. Could you please answer, gravel, gravel, whimper! answer something for me.

1. Will Sega or Nintendo be coming out on the Megadrive?

2. Put these games in order (please): Rieter, Psycho Pinball, Primal Rage, Micro Machines 2 96, Striker, Virtua Cop 2, Road Rash 3, S.F.K worth getting Micro Machines 2 96 when I already have M.M.1 and M.M.2?

3. Is LethalEnforcers on the Megadrive any good?

4. What is the best football game on the Megadrive?

5. Is Megadrive 2 worth getting?

6. Who wrote Sega Pool and is it any good?

7. Power and speed, that's why I liked your magazine and now Mean. I hope you do a better job.

Gus: 1. Streetracer? 2. Micro '96, Shining Force 2, Psycho Pinball, Primal Rage, Road Rash 3, Rieter. 2. Tricky one. If you really want the track editor, yes. 4. Nah, it's aged and crusty now. 5. Fever Pitch and Fifa '96 are pretty good, but look out for NHL from Konami.

JOEY

Dear Gus

Please, please, pleeeaaaaaase could you answer these questions. Thanks.

1. Are there any cheats for Shining Force CD?

2. Could you please send me a copy of Lunar: The Silver Star as no one seems to have it.

3. When is Sneacher 2 coming out?

4. Have you heard anything on Lunar 2?

5. Finally, where is my nearest [illegible]

Gus: Here in my back pocket. 2. Got stuffed!? Never ever. 4. Nah, due for a Mega[illegible] there is a Saturn Lunar. 5. Walk out your house, turn right, [illegible] public lavvy and its over your left.

MALT

Dear Gus

[illegible] answer my [illegible]

1. Is Sonic [illegible] coming out on the Megadrive?

2. Is [illegible] going to be a sequel to Urban Strike?

Q. Is there going to be a Theme Park

A. We're not going to be a Rare

Q. Is Bug coming out on the Megadrive?

Oliver Simmons, Guildford

A. No. 2. It should be out [illegible] Megadrive.

JUDGE

Can you please answer my questions or I will rip your legs off.

1. Is there going to be a PowerDrive

2. When will Earthworm Jim 2 be coming out and how much will it cost

3. Is it worth me buying a Saturn

4. Can you please put these questions in order from best to worst: Machines 2, Earthworm Jim, Fifa '96, Road Rash 3, Nba 2, Sensible Forever?

5. Is PGA Tour Golf 3 coming out for the 32X?

6. Are there news on Total Football for the Megadrive?

7. Is Mega Mercenaries better than Theme Park?

Matthew Hawkins, Manchester

A. 1. No. 2. It should be out about now, at £50 sterling, [illegible] money. 3. That is a decision you have to come to. If you want Virtua Fighter for just over £100 — yes. 4. Mega Bomberman 2, Earthworm Jim, Road Rash 3, Fifa '96, Batman Forever, Sensible Soccer, Machines. 5. It's a delicate problem at the moment. 7. PC owners [illegible] and forms. There's no [illegible] comparison.

DAILY

[illegible] the release of the Playstation [illegible] Saturn is going to drop [illegible] from £399, by how much [illegible]

2. Is it going to be packaged with [illegible] Fighter Remix before [illegible]

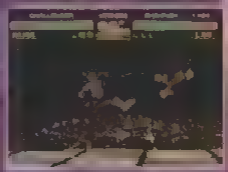
3. When is Virtua Fighter 2 being released and is there any chance of a VF/Saturn package before Christmas?

4. Are there any plans for Tekken or Tekken 2 for the Saturn? If not why [illegible]

5. Why do Sega keep releasing [illegible] running arcade games such as Daytona and [illegible] Rally, but [illegible] only gave them [illegible] graphics? Why [illegible] only 3 tracks, [illegible] won't be long [illegible] until monotony [illegible] in. Saturn Virtua Racing Deluxe Yet Boasts [illegible] tracks and [illegible] cars which [illegible]

6. Will Fifa '96 [illegible] on the Saturn have real player [illegible] names?

7. Why don't EA include a [illegible]



manager [illegible] to the game allowing [illegible] etc.? As [illegible] Premier Manager [illegible]

Paul Hatton, Leeds

GUS:1. It has, as yesterday doubtless [illegible] by now, Paul. 2. No. 3. No. 4. Even though we have published [illegible] rumours of Tekken, there's no official deal for these [illegible]

[illegible] brilliance of these games. They're arcade demakes a different kind of game structure, but both Rally and [illegible] should concentrate on producing a [illegible]

SOOB

Would you please answer these questions:

1. What ever happened to Shadow of Atlantis on the 32X?

2. What is Sega's reaction to the [illegible]

[illegible] £30 mess! has cost me dear?

5. Why do Sega owners have to wait another 3 months for Mortal [illegible]

[illegible] Saturn [illegible] Sega's [illegible] trying to do? [illegible] for a Saturn [illegible] Playstations [illegible] £1so cheaper to make sense). Sonic 3 [illegible] ahead of [illegible] Sonic 3 [illegible] Mega [illegible] *Ryan Irvine, [illegible]*

GUS:1. Yes, to a degree. 2. No [illegible]. 3. Yes, very good. A personal favourite is Double Switch. Sad, I know.

[illegible] [illegible] [illegible] [

mega mart

[illegible] DRIVE [illegible] boxed 2 joypads [illegible] including Theme Park Mickey Mania Micro Machines 2 Jungle Book and loads more classics all worth at least £600 selling for bargain price of £199 ono Tel 01924 245289

AMIGA 500 for sale 2 joysticks mouse with mat keyboard cover double row disk box and 38 games instructions included £260 Wadworth tel Amiga also for sale hardly used boxed £35 (was £80) Tel Derek on 0141 887 9009

MEGA CD 2 12X with 16 games including Sensible F1 Battlecorps Batman Returns Doom Racing Afterburner Star Wars, worth £800 sell £320 ono Will consider splitting Contact Daniel 01933 673206 No threats

FOR SALE Megadrive and 6 games and Mega CD and 25 games and 32X with 1 game plus magazines and 2 joypads worth £400 will sell for £500 what a bargain Tel Derbyshire 453045

FOR SALE 32X with 3 games Megadrive with 6 games everything boxed Worth £550 sell for £200 01664 564019

MEGADRIVE WITH 30 games including Sonic 1 2 3 & 4 MK1 SSF2 Urban and Jungle Strike Action Replay 1 and Game Genie with cheat book 3 joypads, 1 joystick All in good condition for just £350 Tel Ricky 01247 38232 after 6.30pm

MD SEGA Saturn with VF VF Remix Daytona Panzer Dragoon 2 joypads RGB SCART lead Sell £400 Tel Seth on 0280 871515

MEGA DRIVE for sale 2 control pads 1 Arcade Power Stick 2 plus 4 games Cost £130 Can games 0181 398 4832

FOR SALE GG with loads of accessories £120 and MS £50 ono or both for £110 Call Adam 01875 833 296 Scotland

MEGA GAMES to sale NBA Jam Live 95 FI £15 NHL 95 College Football Davis Cup, Mega Racing Road Rash 2 Lotus 2 Sonic 2, Super Kick Off Barkley Blazers £10 Sonic 1 Agassi Action 2019 £5 Ring Pete after 6pm Edinburgh 0131 664 0284

MEGADRIVE INCLUDES 11 joypads and 4 fabulous games Cannon Fodder Pitfall Sonic 2 Speedball 2 price £99!! Call Harry on 0161 224 1025

MEGA CD 16 CD games £280, Megadrive 4 games 4 joysticks etc £100, SMD GAMES 240 disks £250 0161 4260138

MEGA DRIVE 11 games VR Deluxe Doom Pro Wrestling Aftershock 3 months old all boxed with instructions excellent condition £225 Call Rob 330 6454 [illegible] Whickham Park Also brand new Mortal Kombat 3 £30

MEGA DRIVE with 2 joypads 6 games including Sonic 2 & 3 Micro Machines Super Street Fighter 2 Turbo Jungle Book and Virtua Racing Cost me £345 Selling for £175 ono 01925 604634

MEGA DRIVE and Mega CD for sale with 12 games including Theme Park CD Micro Machines 96 All boxed with instructions worth £900 going for £400 Interested contact Jonathan Bateman 0192? 820191 I am not selling seperately

GREAT XMAS gift Mega CD with 7 games plus 6 MD games Call Ben 01222 885500 Also TV all £250

TOP RATED Megadrive games to sale priced £10 £30 Phone Philip between 4 & 6.30pm on 01905 616049 All boxed as new

MEGA CD excellent condition boxed 12 games all for £200 ono Ring Alex on 0181 950 4844

7 CHEAP MEGADRIVE games for sale Golden Axe Sonic 2 Streets of Rage 1, Marble Madness Mega-lo-mania General Chaos Bubsy 2 and Jimmy Whites £20 each £50 for 5 or the whole lot for £100 Phone William 0171 435 1939

32X AND MEGADRIVE with 2 controllers and games Star Wars Virtua Racing Deluxe Ballz, Doom Stellar Tha FIFA 95, NBA Jam TE MK PGA Golf and 7 others Plus loads of MMS magazines £250 ovno Buyer collects Wilts, 01980 653622

MEGA DRIVE 2 6-button pads and 2 3-button pads 5 UK games including MK1+1 and Micro Machines 1 & 2 Japanese games with adapter Menace 6 game cart all in very good condition £280 Phone 01223 832552 and ask for Richard

EARTHWORM JIM for sale £30 ono Tel 0827 71775 after 6pm Tamworth area)

FOR SALE Megadrive 1 boxed Includes Super Streetfighter 1 Mortal Kombat 1 Earthworm Jim Rock n Roll Racing 3 pads (1x6 button) carry case and lots of assorted magazines all in good condition valued over £380 accept offers around £200 Tel Andy 0754 610426

MEGA DRIVE with 1 controller and 9 games including Theme Park and T2 Arcade 6 tip books Menacer lightgun with 6-game cartridge All boxed Sell for £130 Tel Dean on 0121 373 5553

SEGA MEGADRIVE for sale with 3 joypads Streetfighter 2 SE Sonic 1 and 2 and THE American version of Mortal Kombat 2 all for £210 If interested contact Anandan on 017 207 4020 or write to 338 Kennington Road Kennington London SE1 4LD

MEGA DRIVE FIFA 95 Lion King Sonic & MK2 Urban Strike F1 PGA 2, 17 games in all £175 ono Also Master System 2 4 games PGA Ultimate Soccer Alex Kidd Spiderman 01274 493558

MD1 MCD + MD games 4 MCD games 2x6 button & 2x3 button joypads, 1 Powerbase stick very good condition make a good chrissy present £200 ono Call 01369 705760 I will pay registered delivery charges

MEGA DRIVE II 12 games FIFA 95 Sampras Sonic 3 Zero Tolerance 4 joypads (2 6 button) excellent condition worth £350 Sell for £150 ono Call 0181 549 0174 after 6pm

SEGA MEGADRIVE with 36 games Theme Park SF1 and others plus 6 pads £300 cash or swap for Playstation or Saturn Phone 01475 539442

MEGA CD II for sale with 5 games Lethal Enforcer with gun Time Gal Road Avenger, Sherlock Holmes and Thunderhawk all leads and manuals will sell for £140 Phone William on 01943 877811 West Yorkshire

MEGA DRIVE for sale £100 with 5 top games including Streetracer good condition with 3 joypads great bargain Tel 01993 775480

I MUST be mad I'm selling loads of MD, CD and 32X games from as little as £10 each Also for sale 32X and 2 6-button joypads For the privilege of this bargain phone Carolin (01222) 596828 (buyer to pay postage)

MEGADRIVE MEGA CD 4 joypads, 18 carts 18 CDs SOR 3 Sonic 3 Flashback Battlecorps Soulstar FIFA CD Thunderhawk £400 Call Derek 0171 378 9592 South East London

MEGA DRIVE games Urban Strike £12 Red Zone £15 Ecco 1 £5 Gods £10 Zool £5 Action Replay 2 £20 MEGA CD games Speed £12 Jaguar XJ220 £10, Prince of Persia £10 Sol Feace £10 32X games Doom VR Deluxe £30 Phone 0181 292 3009

MEGA DRIVE Mega CD, 6 controllers, both 4-player adaptors 73 games in all including latest titles £550 Call Marcus on 01242 222887

SEGA MEGADRIVE Mega CD 2 Infrared joypads 9 MD games 10 Mega CD games worth £1 00 will sell for £300 Phone 0346 414626

mega mart

looking for that hard to find cart?? sorted.
trying to sell your unwanted games?? no problemo.
want a pen pal who likes what you like?? piece of cake.
whether you want to buy, sell or swap, the MEGA MART is for you!

here's what to do

For just £1 you can have your very own advert containing up to 20 words! Or if you've got money to burn and have plenty to write, an extra golden nugget will buy you another 20 words - yep, £2 for 40 words! So fill in the boxes below, stick it in an envelope along with a cheque or postal order made payable to MEAN MACHINES and send to: MEAN MACHINES MEGA MART, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Please allow up to six weeks for your advert to appear.

here's my message for the MEGA MART...

Fill in this box for £1.00 (20 words)

Fill in this box as well for £2.00 (40 words)

PLEASE NOTE:
1 word per box. Phone numbers equal 1 word. Use capitals and write neatly to avoid mistakes!

MEGA MART is for private advertisers only. Anybody sending in a trade advert will not have it published. Your cheque won't be cashed and no correspondence will be entered into. However, if you are interested in placing a trade ad, please contact Liza Hawkes on 0171 972 6700 now!

name

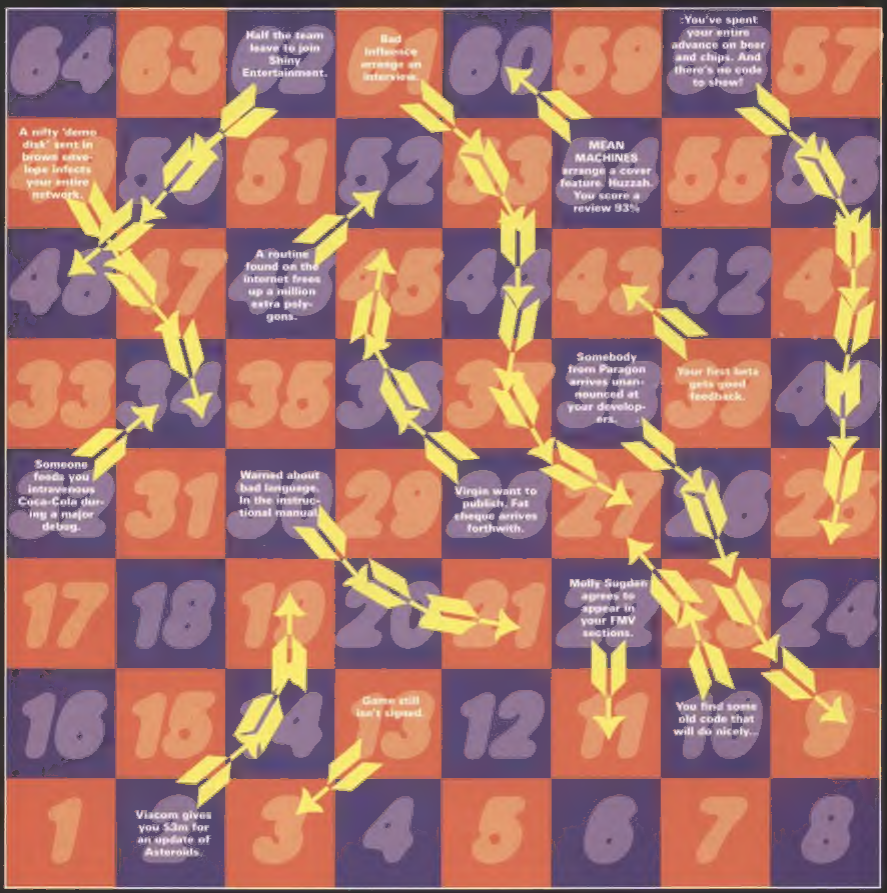
address

postcode

telephone

THE INFAMOUS CHRISTMAS GAME...

Just like last year, MEAN MACHINES has come up with a cute little game, for that time on Boxing Day when you've got board of playing Robotica or Streetfighter: The Movie. Well, we did warn you. Anyway, this one is called 'The perils of development' and it's a realistic simulator of the processes that go into a Saturn game. Actually, it's snakes and ladders. All you need is some counters and a dice.


Half the team leave to join Shiny Entertainment.
Bad influence arrange an interview.
You've spent your entire advance on beer and chips. And there's no code to show!
A nifty 'demo disk' sent in brown envelope infects your entire network.
MEAN MACHINES arrange a cover feature. Huzzah. You score a review 93%
A routine found on the internet frees up a million extra polygons.
Somebody from Paragon arrives unannounced at your developers.
Your first beta gets good feedback.
Someone feeds you intravenous Coca-Cola during a major debug.
Warned about bad language in the instructional manual.
Virgin want to publish. Fat cheque arrives forthwith.
Molly Sugden agrees to appear in your FMV sections.
Game still isn't signed.
You find some old code that will do nicely.
Viacom gives you $3m for an update of Asteroids.

The game is on the shelf. The sequel is secured. You're rich and famous.

What a load of tripe! And there'll be more next month including;

Reviews of Crystal Dynamics' stuff, including The Horde.
A review of F-1 Live information.
Exclusive info on Acclaim's Saturn sports sims.
A review of the incredible Toy Story on Megadrive.

A report from Capcom, as Gus flies out to Tokyo.
Exclusive coverage on Darxide 32X.
Worms for Saturn detonates before your eyes.
The meaning of 'Baku Baku' is finally revealed.
Virtua Cop reviewed in lavish multi-page technicolour.
Myst finally demystified and Rayman rendered in tips.

And more, definitely more...

GAMEplay

PRICE! CHOICE! QUALITY! SERVICE!

DELIVERIES UP TO 22nd DECEMBER - PLEASE ORDER BY 3pm WEDNESDAY 20th TO GUARANTEE ARRIVAL BEFORE CHRISTMAS

MEGADRIVE

Australian Rugby League	£36.99
Batman Forever	£41.99
Beavis & Butthead	£33.99
Brian Lara Cricket	£33.99
Bubsy	£33.99
Cannon Fodder	£29.99
Chaos Zone	£36.99
Cool Spot goes to Hollywood	[CALL]
Dinosaurs Alive	£36.99
Dr Robotnik's Mean Bean Machine	£29.99
Dynamite Headdy	£24.99
Earthworm Jim	£33.99
Earthworm Jim 2	[CALL]
Ecco 2 - The Tides of Time	£24.99
Fever Pitch Soccer	£29.99
FI World Championship Edition	£25.99
FIFA '95	£20.99
Fifa Soccer '96	£36.99
Fifa	£21.99
Frank Thomas Baseball	£33.99
Gunstar	£32.99
George Foreman Boxing	£36.99
Indiana Jones Greatest Adventures	£33.99
Judge Dredd	£36.99
Jungle Book Rampage Edition	£33.99
Kawasaki Super Bikes	£33.99
Lemmings 2	£24.99
Light Crusader	£39.99
Lion King	£29.99
Mean 2in1 Champ Soccer	£33.99
Mickeymania	£33.99
Mike Ashley	£36.99
Micro Machines	£33.99
Mortal Kombat 3	£22.99
Micro Machines 3 '96	£36.99
Normal Kombat 3	[CALL]
NG Richard	£24.99
NBA Jam Tournament Edition	£42.99
NBA Live '95	£21.99
NBA Live '96	£36.99
NFL Madden '95	£16.99
NFL Quarterback Club '96	£39.99
NFL Hockey '96	£36.99
NHL Hockey '95	£22.99
NHL Hockey '96	£36.99
Pete Sampras Tennis '96	£36.99
PGA Tour Golf 3	£24.99
PGA Tour Tennis '96	£36.99
Phantasy Star 4	£38.99
Phantom 2040	£20.99
Pinocchio	[CALL]

THE NEXT GENERATION OF SPORTS GAMES IS HERE!

ALL THE FOLLOWING AUTHORISED ARE HERE

EA SPORTS

- FIFA Soccer '96 - NHL Hockey '96
- PGA Tour Golf '96 - Madden '96
- NHL Hockey '95

Powerdrive	£21.99
Power Monger The Movie	£21.99
Power Monger	£10.99
Power Rage	£42.99
Psycho Pinball	£21.99
Rise of the Dragon '94	£21.99
Rugby	£33.99
Rise of the Robots	£17.99
Robocop Vs Terminator	£33.99
Road Rash 3	£20.99
Road Riders Cup '95	£21.99
Shadow Dancer	£21.99
Sensible Soccer	£25.99
Shining Force 2	£35.99
Skeleton Krew	£21.99
Sonic 1	£16.99
Sonic 2	£19.99
Sonic 3	£19.99
Sonic & Knuckles	£26.99
Smash TV	£19.99
Street Racer	£35.99
Streets of Rage 3	£36.99
Super Sks Hard	[CALL]
Syndicate	£21.99
Theme Park	£35.99
Tournament Tennis	£24.99
Total Football	£39.99
Urban Strike	£22.99
Virtua Racing	£39.99
Virtua Fighter	£38.99
Virtua Racing	£33.99
Wimbledon	£33.99
Wrestlemania	[CALL]
Worms	£33.99
Zombies	£21.99
Zool	£21.99

SEGA SATURN

CHOICE 1: Saturn & Virtua Fighter Remix or Daytona or Panzer Dragoon £324.99

CHOICE 2: Saturn & Virtua Fighter Remix & either Daytona or Panzer Dragoon £349.99

ALL PRICES INCLUDE VAT AND DELIVERY [CALL] TO CONFIRM AVAILABILITY

IF BUY AN RF LEAD AT THE SAME TIME AS A SATURN FOR JUST £12.99
IF BUY PROBLE REACH AT THE SAME TIME AS A SATURN FOR JUST £34.99
IF BUY A SECOND PAD AT THE SAME TIME AS A SATURN FOR JUST £12.99

Bug	£36.99
Clockwork Knight	£31.99
Clockwork Knight 2	£31.99
Cyber Speedway	£31.99
Daytona Racing	£31.99
Doom	£31.99
Fighting Vipers	£31.99
Frank Thomas Baseball	£31.99
Fifa Soccer '96	£31.99
Hi Octane	£31.99
Mansion of Hidden Souls	£31.99
Mortal Kombat 2	£31.99
Myst	£31.99
NBA Jam Tournament Edition	£31.99
NHL Hockey	£31.99
Panzer Dragoon	£34.99
Pinball	£31.99
Power Rangers	£31.99
Road Rash	£31.99
Romance	£31.99
Sega Rally	£31.99
Solar Eclipse	[CALL]
Space Hulk	[CALL]
Street Fighter Zero	£31.99
Tempest 2000	£31.99
The Horde	£31.99
Theme Park	£31.99
Virtua Cop	£31.99
Virtua Fighter Remix	£24.99
Virtua Fighter 2	[CALL]
Virtua Racing	£31.99
Wing Arms	£31.99
Wing War	£31.99
X-Men - Children of the Atom	[CALL]

ACCESSORIES

Pulse 7 Control Pad - Turbo, Auto Fire & Slow Motion £16.99
Special Saturn Screen Control Pad £19.99
Arcade Racer Steering Wheel £47.99
Memory Cartridge £38.99
Multi-Player Adapter £38.99
Virtua Stick £38.99
RF Unit (Saturn comes with just scart cable) £16.99
CDX Convertor - Play imported Saturn Games on your UK Saturn £35.99

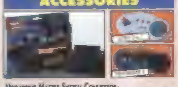
Saturn Mpeg Cartridge - Allows you to enjoy the highest quality pictures ever by playing video CD through your Saturn £159.99
CALL FOR CURRENT LIST OF MPEG CDS

SONY PLAYSTATION

£279.99

Tekken	£39.99
Destruction Derby	£36.99
Wipe Out	£36.99
Fifa '96	£35.99

ACCESSORIES



Megadrive Master System Convertor - Play all your classic master system games on both the Megadrive 1 & 2 ..... £19.99

American/Japanese Mega Drive Convertor - Play imported American or Japanese games on your U.K. Megadrive £14.99

Warrior 2 Joypad - Six Button Pad with Turbo, Auto Fire & Slow Motion ..... only £12.99

Ultra 2 in 1 Joypad - Works on both Megadrive and SNES - 8 buttons with turbo, auto fire, slow motion and arcade joystick option/controller £16.99

Pulse 7 Graduate Pad - Six Button with Auto-Fire & Slow Motion £11.99

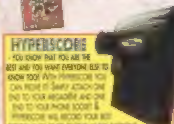
Mega Drive Scart Cables (specify 1 or 2) £9.99

CD Back Up Ram Cart. for Mega CD £29.99

Mains Adaptor for Megadrive £9.50

Mains Adaptor for Game Gear £8.99

Pro Action Replay 2 Cheat Cartridge £36.99



HYPERSCORE
YOU KNOW THAT YOU ARE THE BEST AND YOU WANT EVERYONE ELSE TO KNOW TOO! WITH HYPERSCORE YOU CAN INVITE UP TWENTY OTHER CDX TO YOUR MEGADRIVE AND ONE END TO YOUR PHONE SOCKET & HYPERSCORE WILL RECORD YOUR BEST PERFORMANCES (INCLUDING WHO SWITCHED CAN BE) IF £29.99

MEGA CD

Power Rangers	£36.99
Road Avenger	£16.99
Sensible Soccer	£16.99
Shining Force	£32.99
Silpheed (Dungeon Master 2)	£16.99
Sim City	£16.99
Soul Star	£25.99
Sub Wars	£10.99
Supreme Warrior	£39.99
Thunder Hawk	£37.99
Theme Park	£33.99
Ticket Alley	£29.99

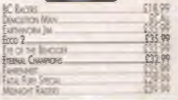
GAME GEAR

Earthworm Jim	£29.99
Micro Machines Scoring	£19.99
Lion King	£19.99
Micro Machines 2	£35.99
Mortal Kombat 3	£29.99
Sonic Drift Racing	£25.99
Super Columns	£19.99
Wimbledon	£29.99

SPECIAL OFFER

32X + Doom	£121.99
32X + Virtua Racing	£121.99
32X (No Game)	£99.99

Chaotix	£39.99
Doom	£34.99
Fifa '96	[CALL]
Kolibri	£36.99
Metal Head	£29.99
Mortal Kombat 2	£24.99
NBA Jam Tournament Edition	£39.99
Space Harrier	£26.99
Star Wars	£24.99
Stellar Assault	£24.99
Super Motocross	£32.99
Tempo	[CALL]
Virtua Fighter	£38.99
Virtua Racing	£26.99
X-Men	£38.99



BC Racers	£18.99
Dracula Unleashed	£36.99
Earthworm Jim	£36.99
Ecco 2	£35.99
Fifa Soccer	£31.99
Eternal Champions	£21.99
Formula Karts	£32.99
Heal Rom Special	£26.99
Midnight Raiders	£29.99
Prince of Persia	£21.99
Rise of the Dragon	£21.99
Road Avenger	£16.99
Sensible Soccer	£16.99
Shining Force	£32.99
Silpheed (Dungeon Master 2)	£16.99
Sim City	£16.99
Soul Star	£25.99
Sub Wars	£10.99
Supreme Warrior	£39.99
Thunder Hawk	£37.99
Theme Park	£33.99
Ticket Alley	£29.99

ATARI LYNX II

Colour Hand Held Console & Batman Returns 31.99
Lynx II with Hand Held Console Soccer £31.99
Lynx II with Hand Held Console Batman Returns 34.99
Mains Adaptor £10.99

A.P.B.	£15.50
Batman Returns	£14.99
Blue Lightning	£14.99
Bubble Trouble	£14.99
California Games	£24.99
Checkered Flag	£5.99
Chip's Challenge	£5.99
Crystal Mines	£19.99
Dirty Larry	£15.99
Dracula	£24.99
Electrocop	£14.99
Gates of Zendocon	£5.99
Hockey	£5.99
Hydra	£5.99
Ishido	£5.99
Klax	£5.99
Ninja Gaiden	£14.99
Pinball Jam	£9.99
Qix	£5.99
Super Off Road	£21.99
Tennis	£28.99
Turbo Sub	£9.99
Xenophobe	£15.99
Zarlor Mercenary	£5.99
Zero Ranger Soccer	£9.99

70 Titles Available + Accessories - Call!!

Fifa (Amiga) - £21.99, Theme Park (300) - £35.99, Super Star Soccer (Snes) - £39.99, AVP (Jag) - £47.99, Dark Forces (CD Rom) - £33.99.

FREE MEMBERSHIP

- **FREE MEMBERSHIP** - SIMPLY FILL IN YOUR DETAILS ON THE ORDER FORM AT THE BOTTOM OF THE PAGE. NO PURCHASE NECESSARY
- EXTRA FAST DELIVERY. 3-5 WORKING DAYS ON STOCK ITEMS. PLEASE ALLOW 7 DAYS WHEN CLEARANCE IF SENDING A CHEQUE.
- ALL ITEMS ORDERED FROM US ARE FULLY INSURED AGAINST LOSS OR DAMAGE
- ALL GOODS ARE FULLY GUARANTEED. IF ANY ITEM DOESN'T WORK AS IT SHOULD, WE'LL REPLACE IT IMMEDIATELY AT NO COST TO YOU.
- 1000'S OF TITLES AVAILABLE. IF YOU CAN'T SEE THE ITEM YOU WANT, PLEASE RING AS STOCK ARRIVES DAILY. SOFTWARE AND ACCESSORIES AVAILABLE FOR ALL MACHINES.

01924 473187
SALES HOTLINES
OPEN SEVEN DAYS A WEEK

FAX ORDERS ON - 01924 420000
(24 HOURS A DAY)

- ONE LOW DELIVERY CHARGE OF £1.00 PER ITEM (MAINLAND MOST OF IRELAND & BFPO) SAT. 10.30AM-4PM SUN ANSWERPHONE ALL OTHER TIMES.
- ORDER BY CREDIT CARD, CHEQUE, POSTAL ORDERS OR CASH (PLEASE SEND CASH IN A REGISTERED ENVELOPE FOR YOUR OWN PROTECTION.
- 1ST CLASS DELIVERY FREE OF CHARGE U.K. MAINLAND. OPTIONAL NEXT DAY DELIVERY £4.00. PLEASE ORDER BEFORE 3PM TO ENSURE IMMEDIATE DESPATCH

GAMEplay

Cut Out This order form and post to :
GAMEPLAY, 513 BRADFORD ROAD, BATLEY, W. YORKSHIRE WF17 8LL.

ITEM	MACHINE	PRICE
		£
		£
		£
		£
		£
		£
	P&P	£
	TOTAL	£

Name ..... Customer No: .....

Address: .....

Postcode: ..... Signature: .....

Tel: ..... Fax: .....

Postage is FREE for all orders shipped within the U.K. Overseas postage - £2.50 per software item. Optional next day delivery available for £4.00. Please order before 3pm to ensure immediate despatch.

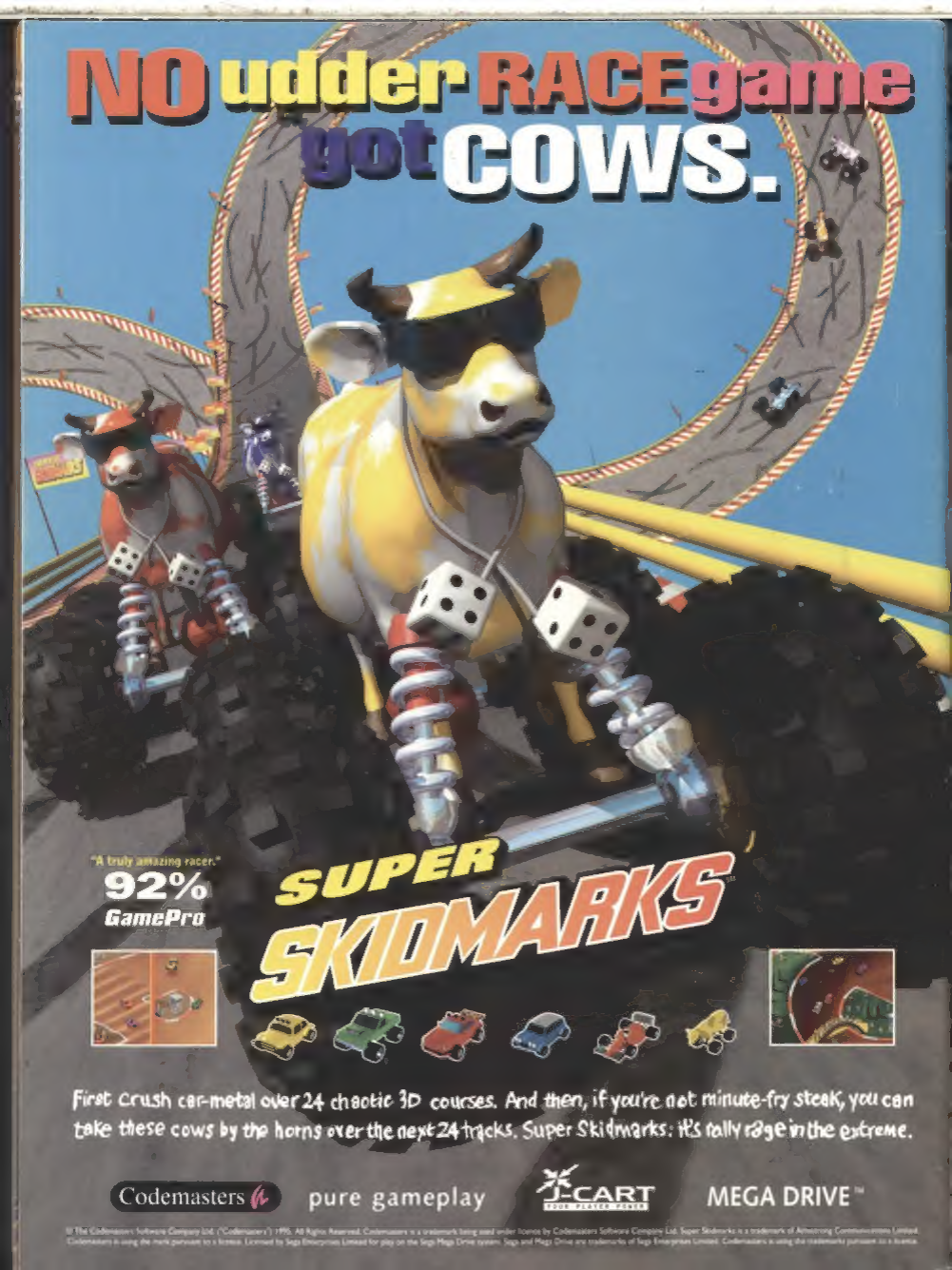
Cash ☐ Cheque ☐ Postal Order ☐ Card ☐

Cheques payable to "Gameplay". Prices correct at time of going to press. E & OE.

Card Number ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ Expiry Date ☐☐/☐☐ Issue No ☐☐

Please keep counterfoils if sending postal orders. Only send cash in a registered envelope.

MM 1


NO udder RACE game got COWS.
"A truly amazing racer."
92%
GamePro
SUPER
SKIDMARKS
First crush car-metal over 24 chaotic 3D courses. And then, if you're not minute-fry steak, you can take these cows by the horns over the next 24 tracks. Super Skidmarks: it's rally rage in the extreme.
Codemasters
pure gameplay
J-CART
YOUR PLASTIC FRIEND
MEGA DRIVE™

© The Codemasters Software Company Ltd. ("Codemasters") 1995. All Rights Reserved. Codemasters is a trademark being used under licence by Codemasters Software Company Ltd. Super Skidmarks is a trademark of Attractions Communications Limited. Codemasters is using the mark pursuant to a licence. Licensed by Sega Enterprises Limited for play on the Sega Mega Drive system. Sega and Mega Drive are trademarks of Sega Enterprises Limited. Codemasters is using the trademarks pursuant to a licence.